

FIG. 1

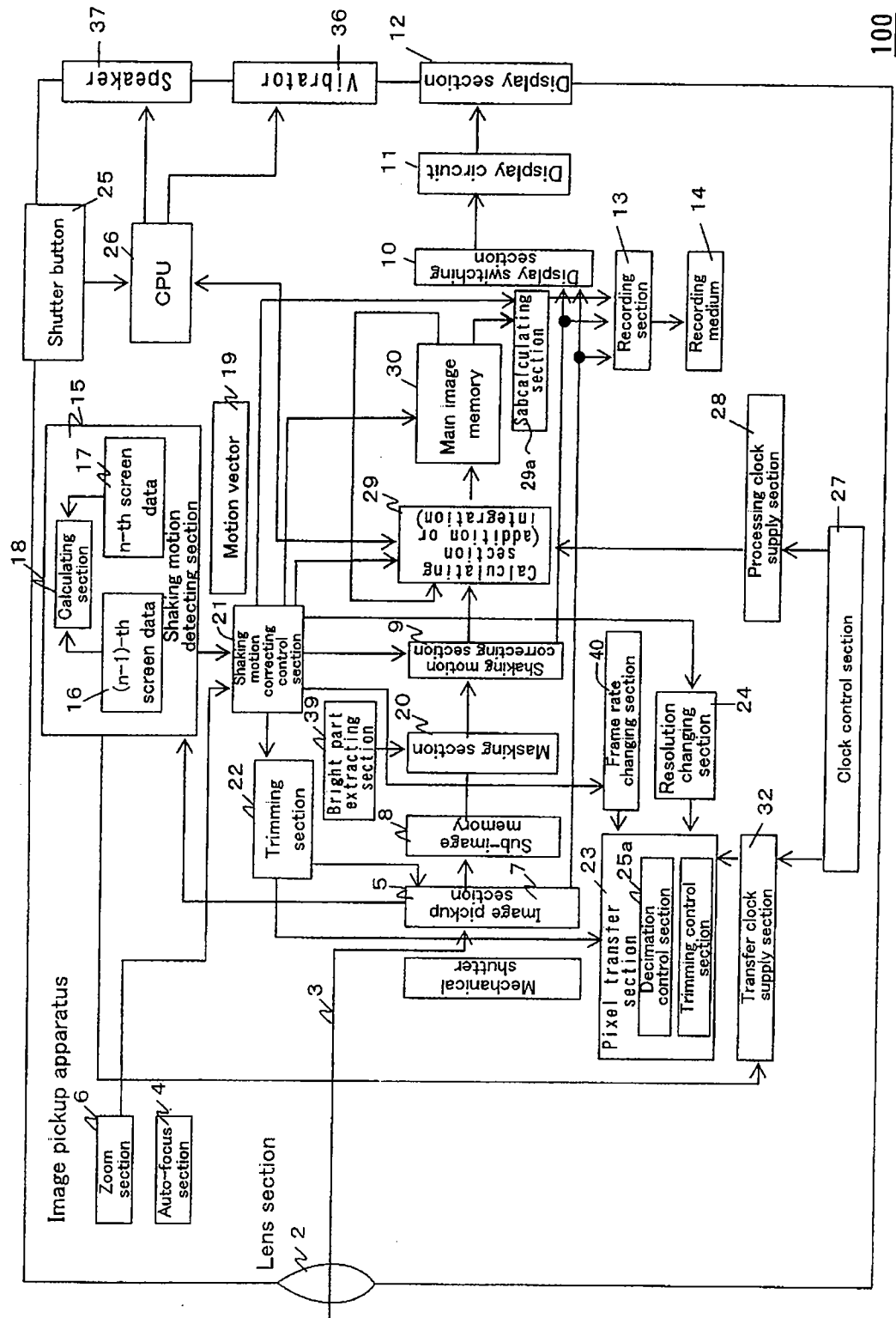


FIG.2

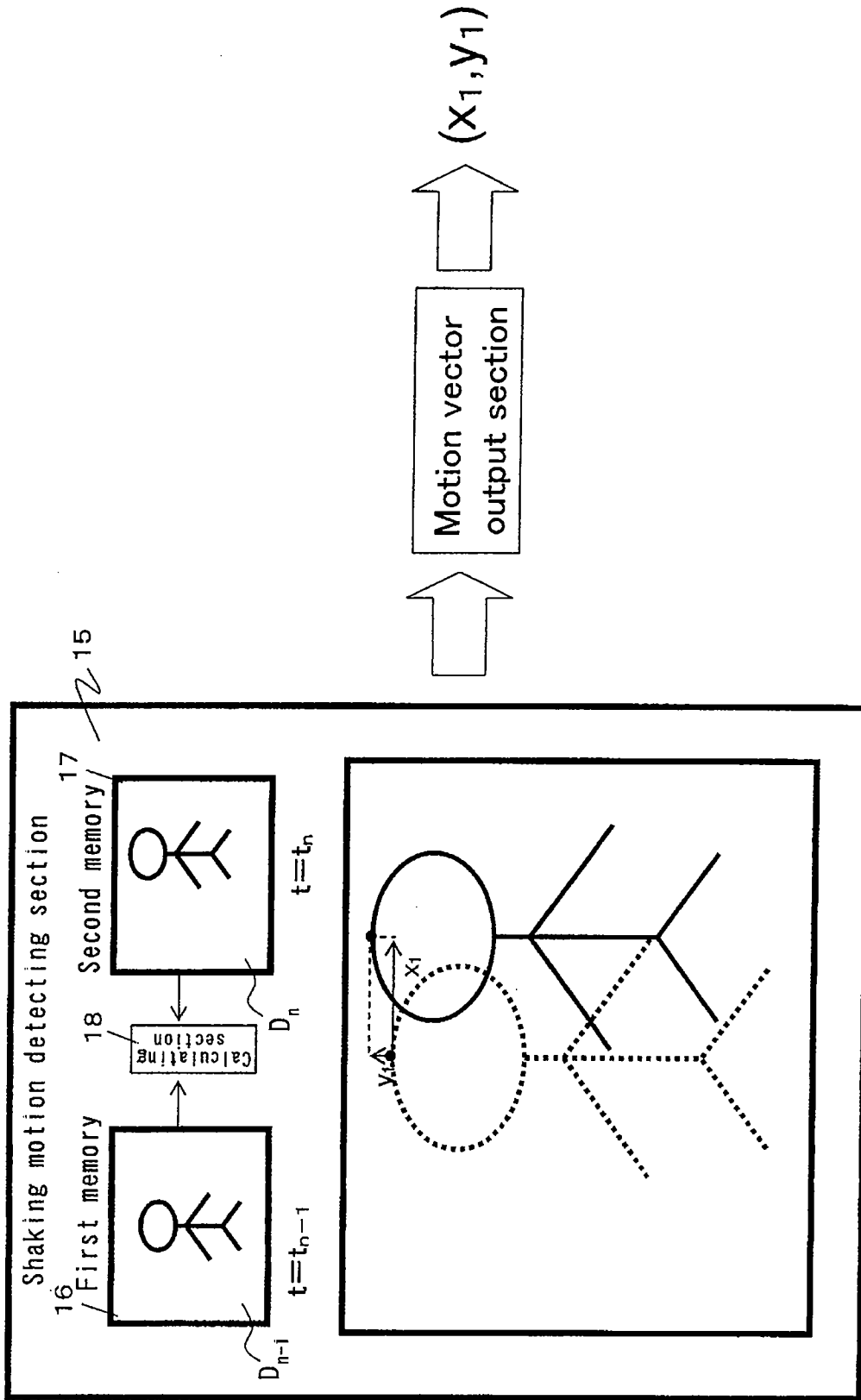


FIG.3

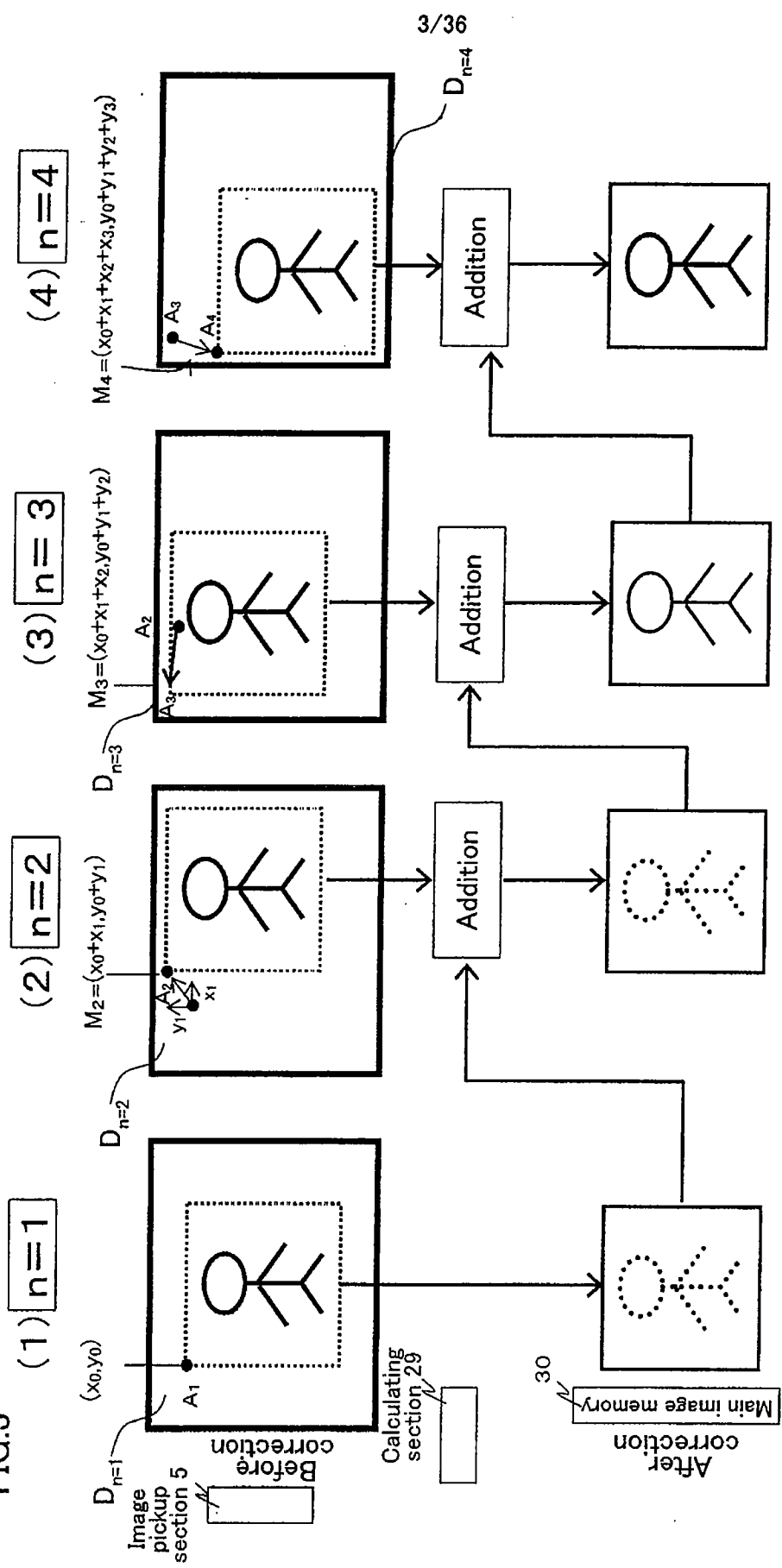
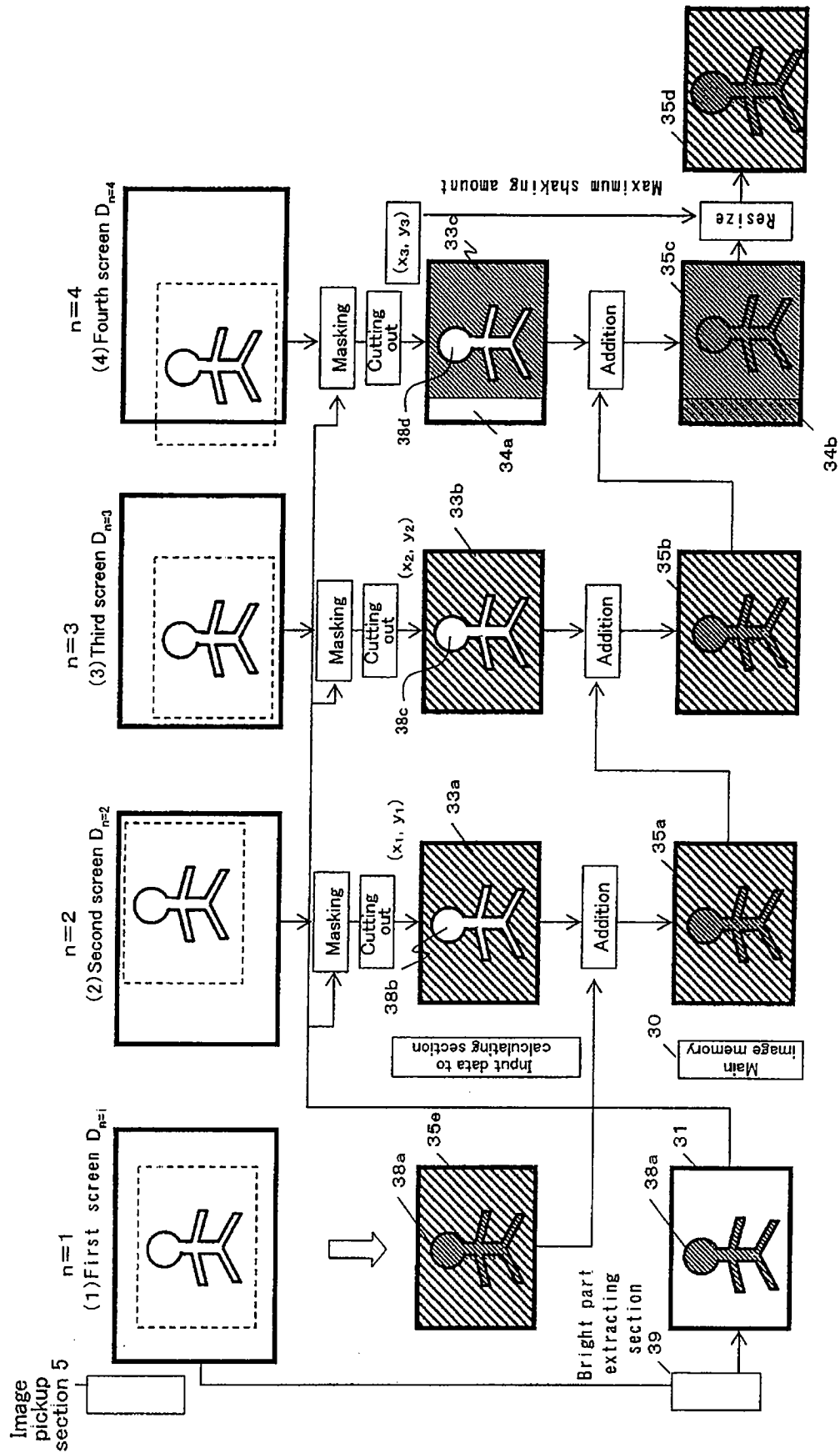
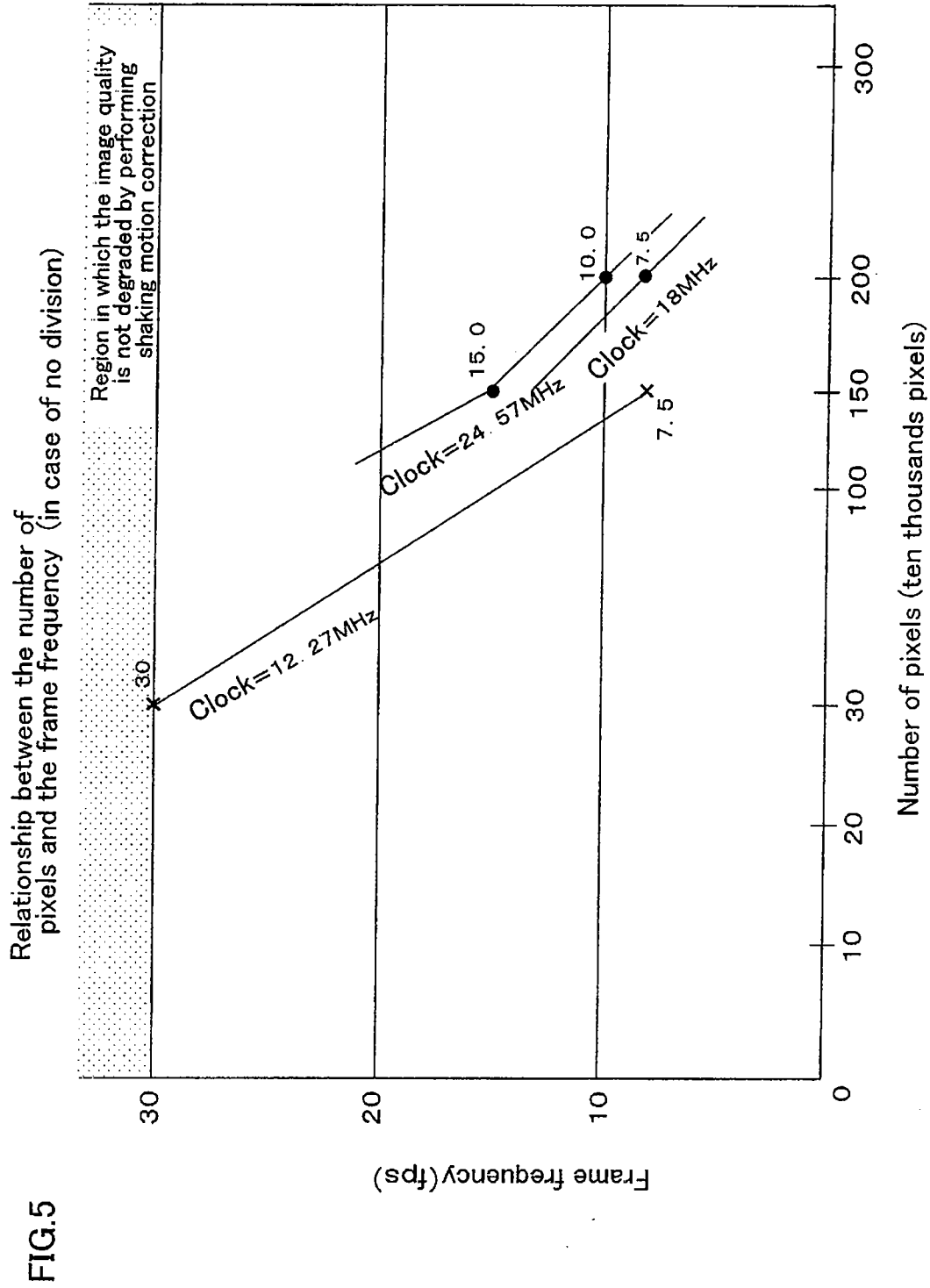


FIG.4





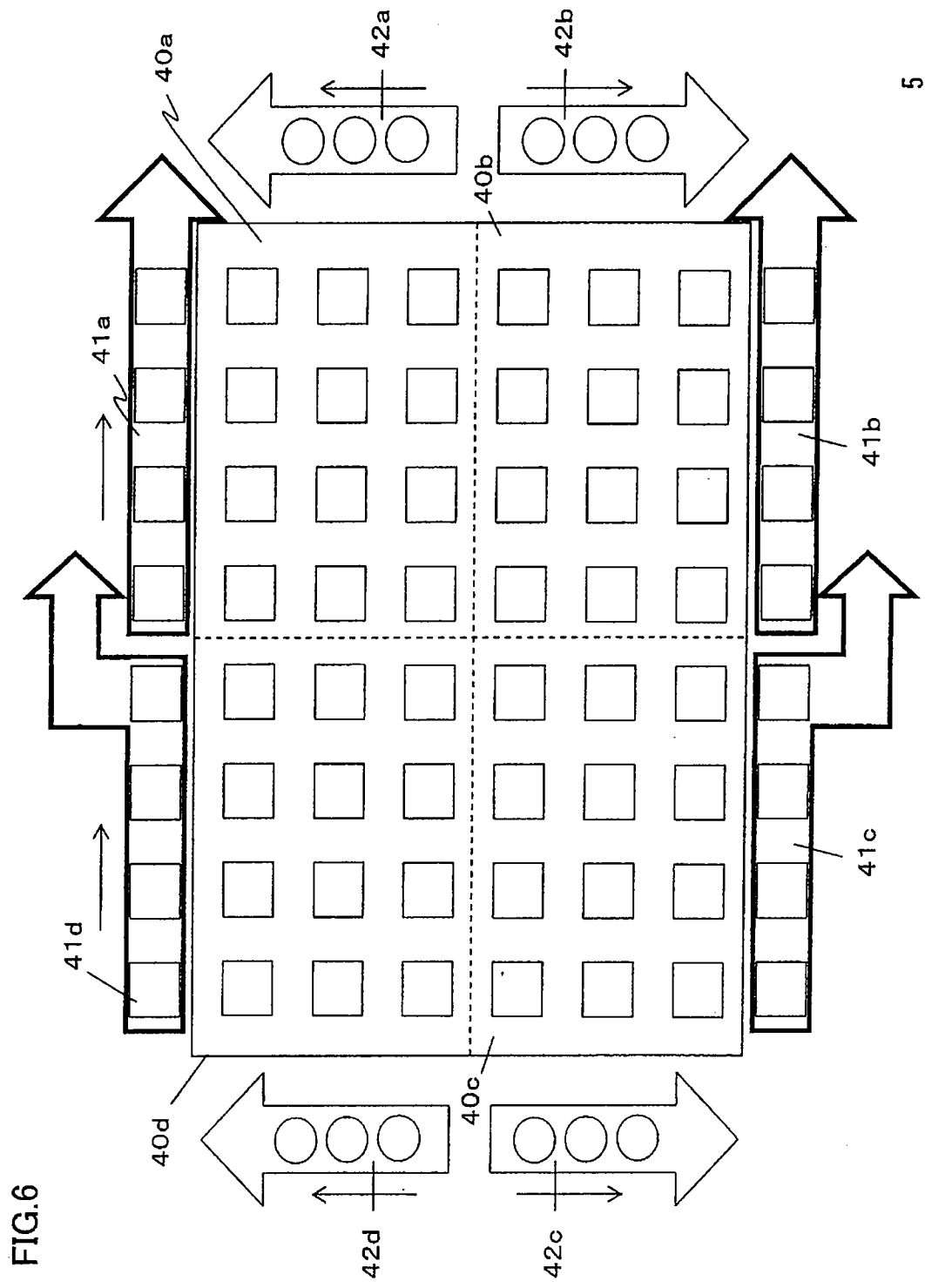


FIG.7

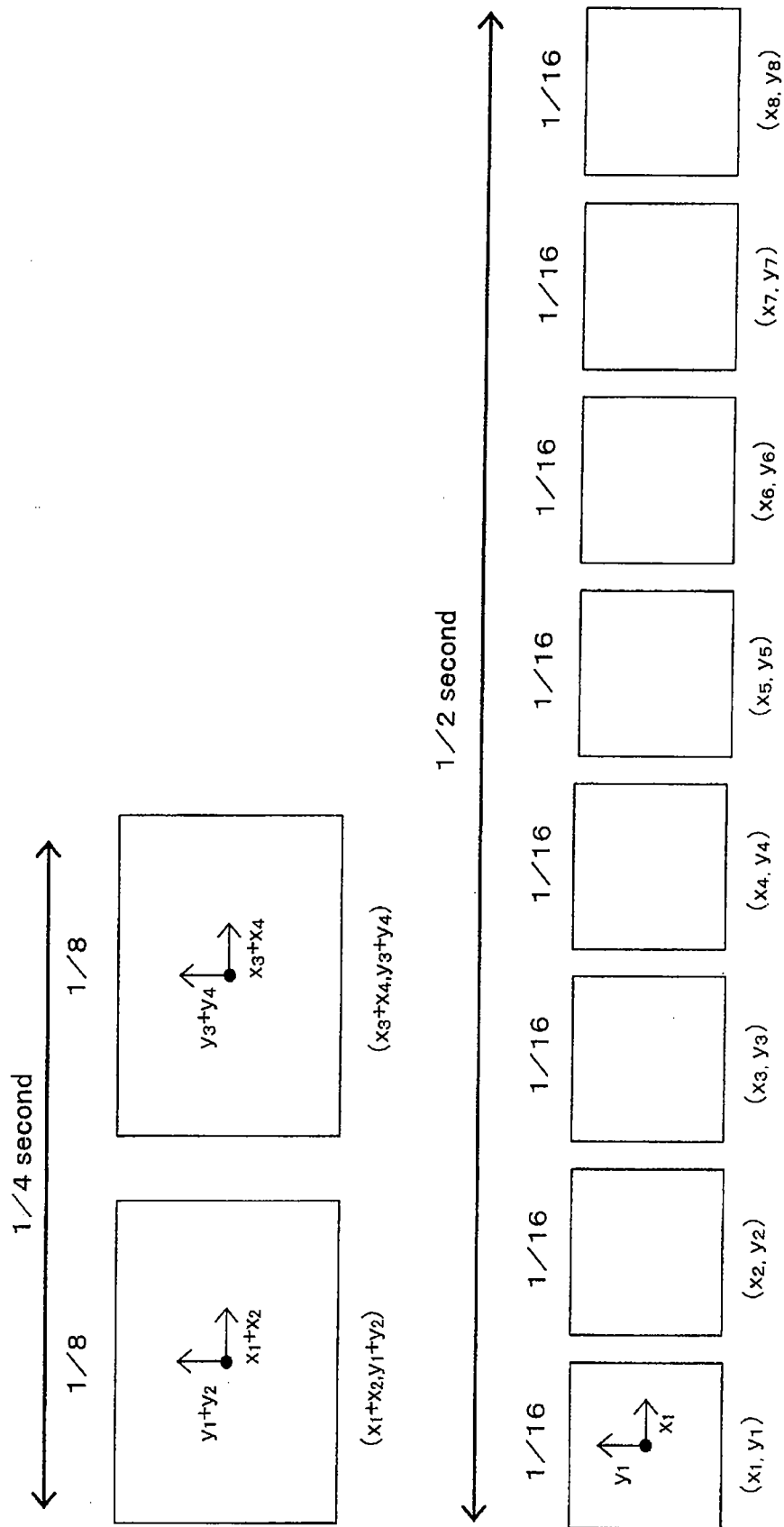


FIG.8

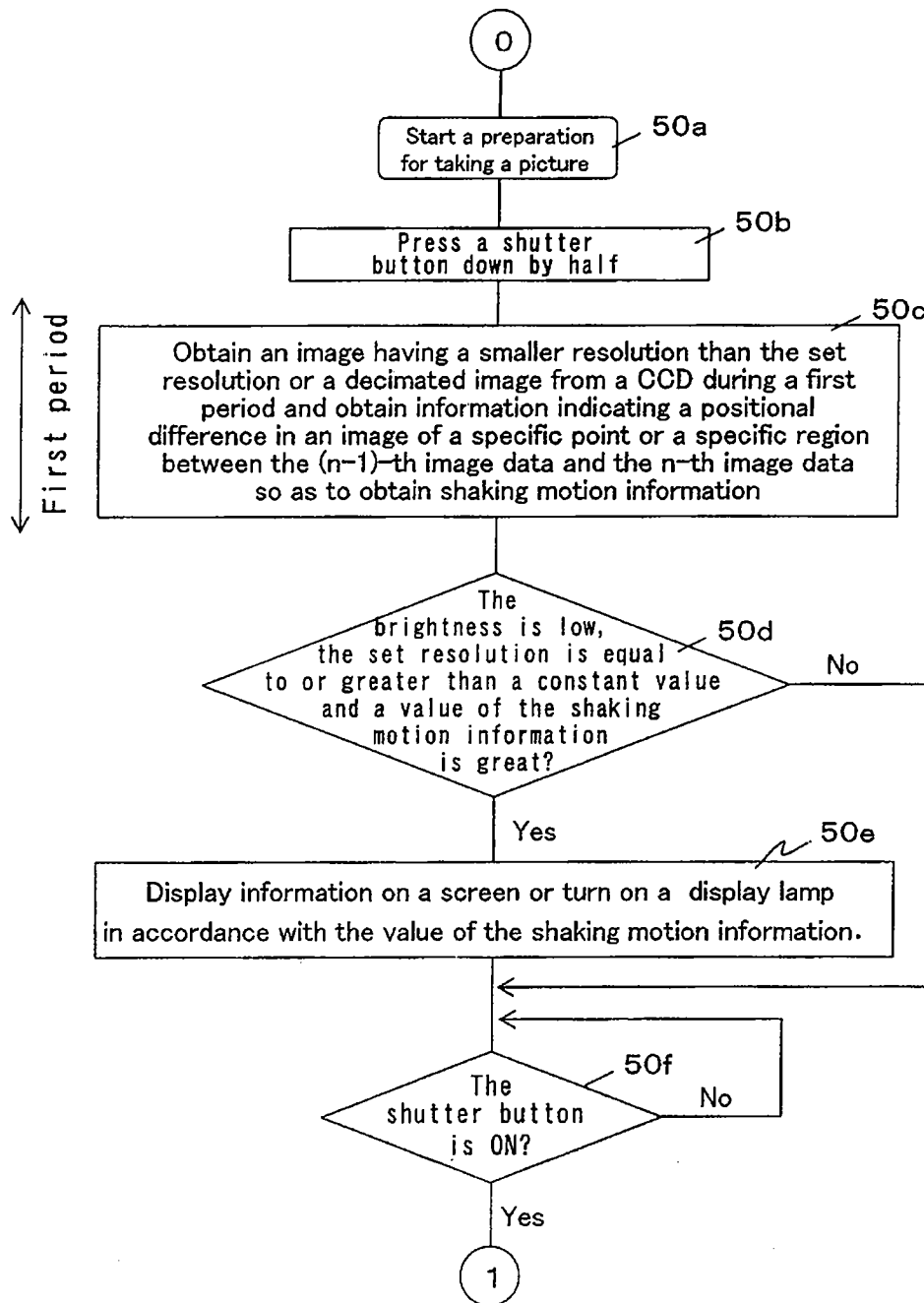


FIG.9

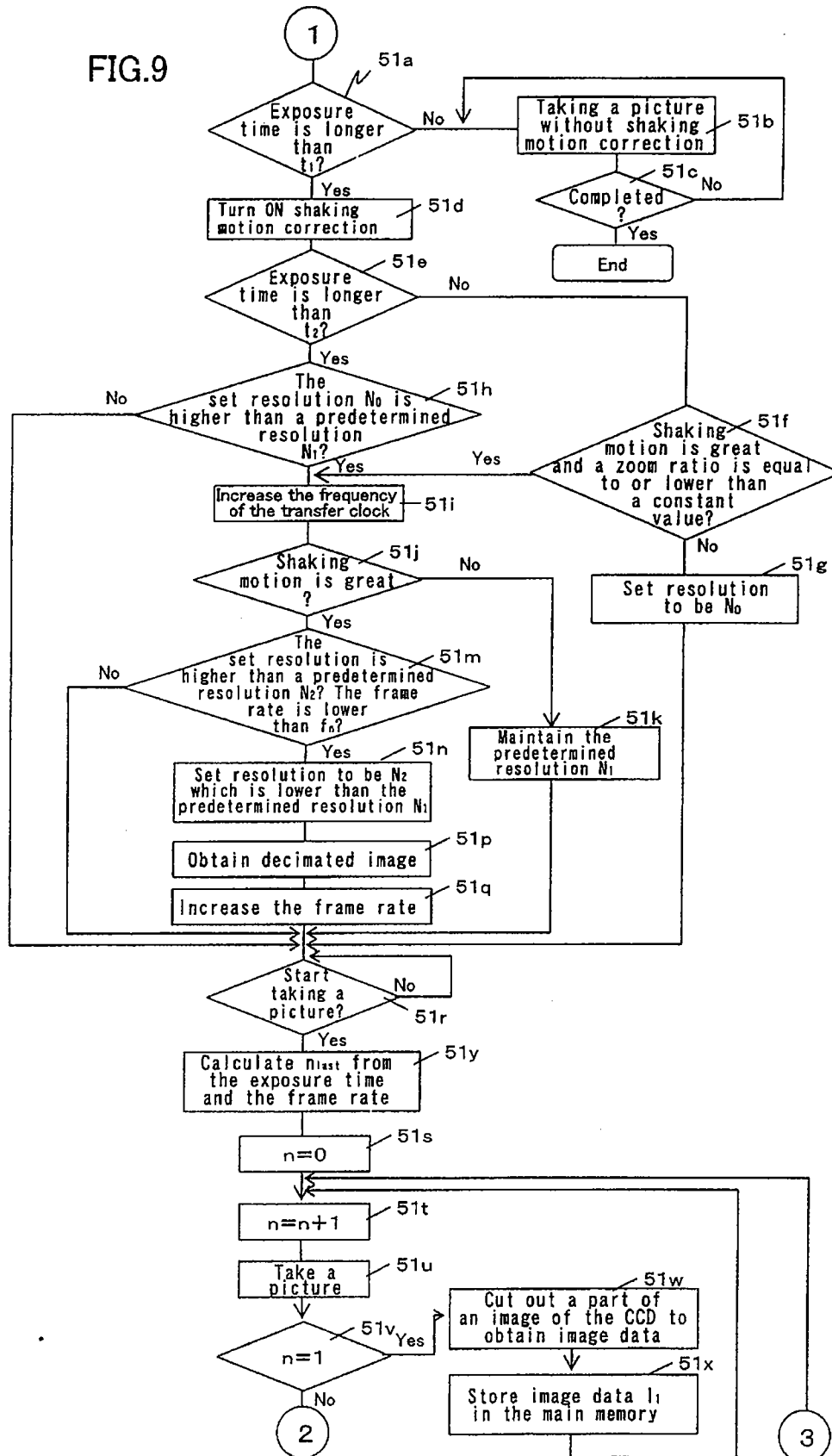


FIG.10

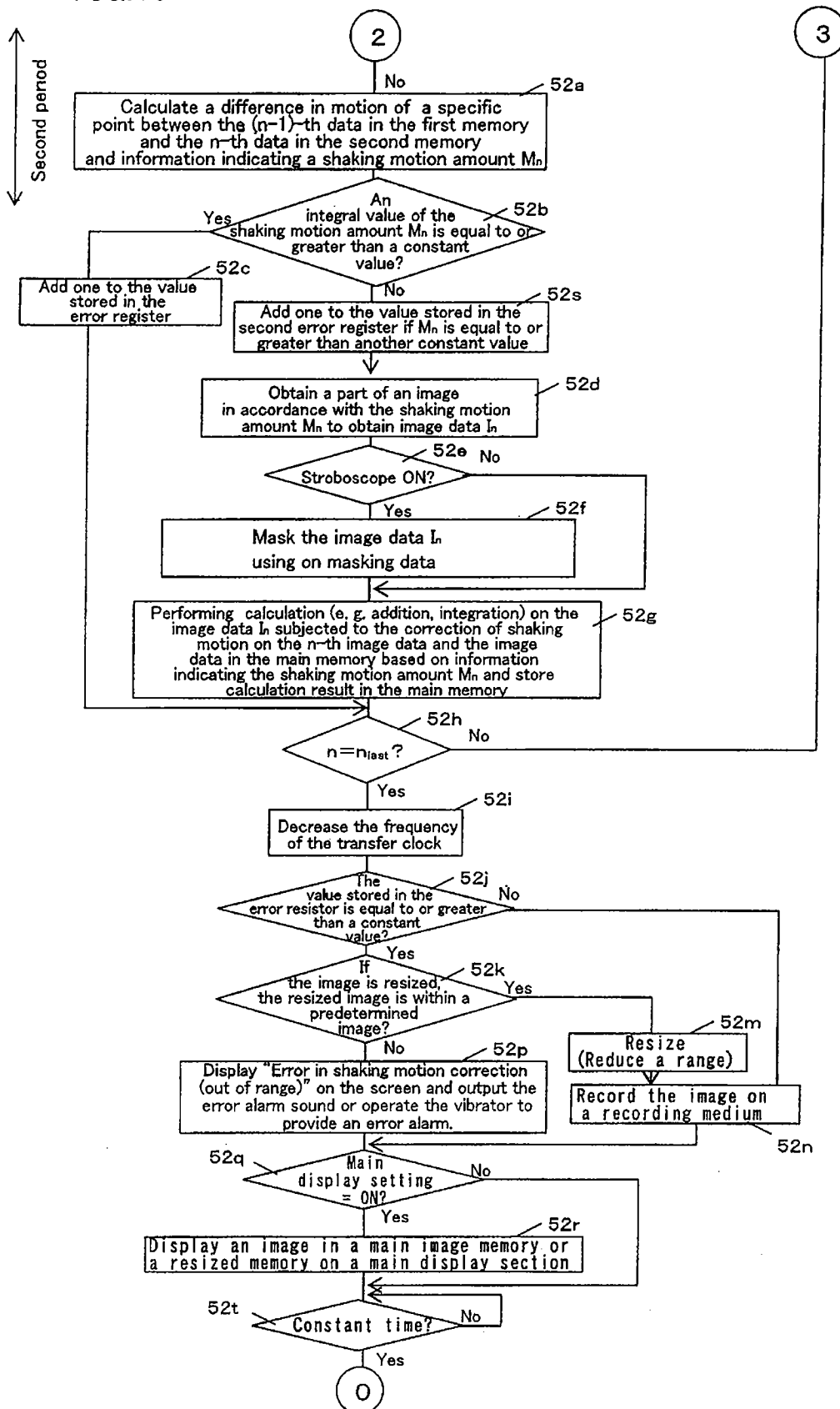


FIG.11

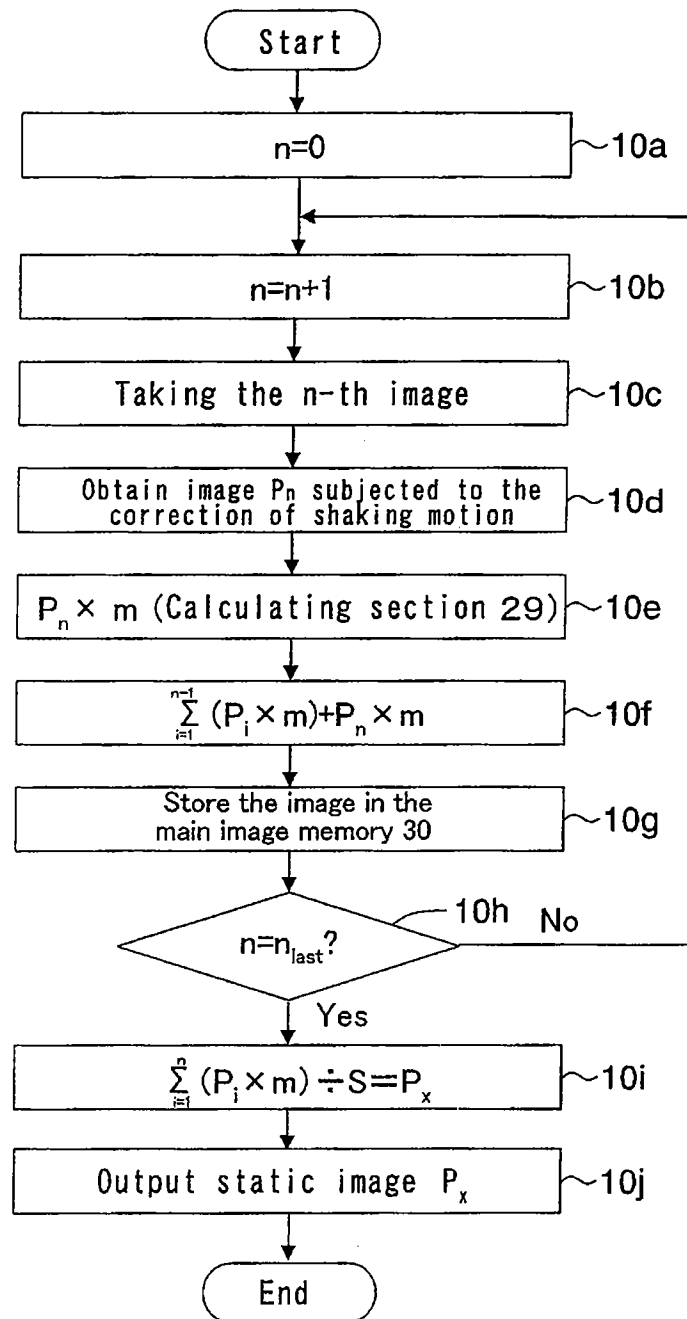


FIG.12

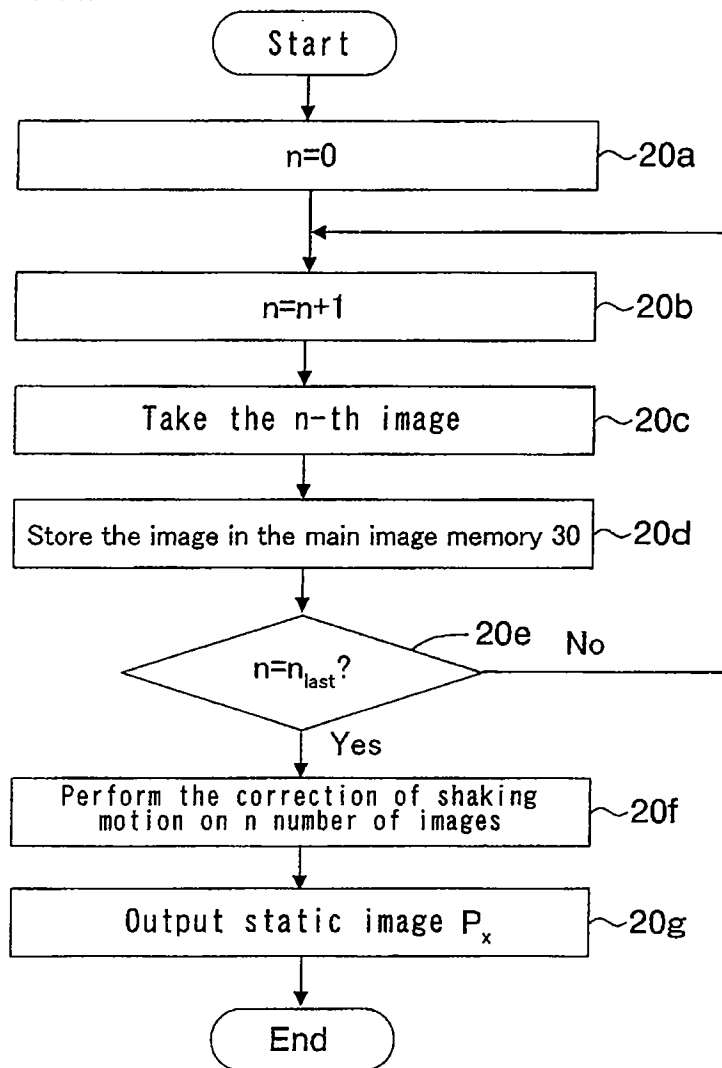


FIG.13

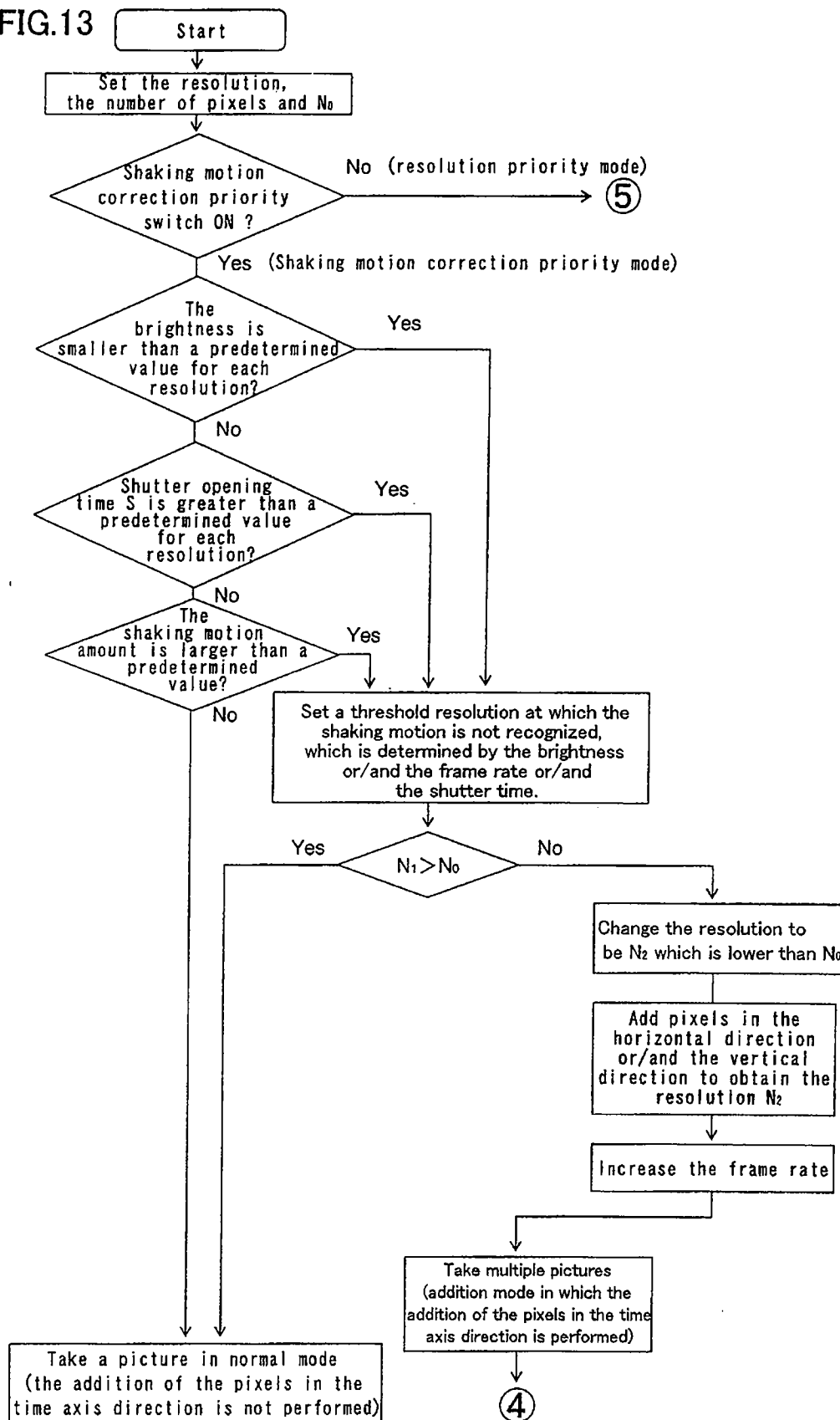
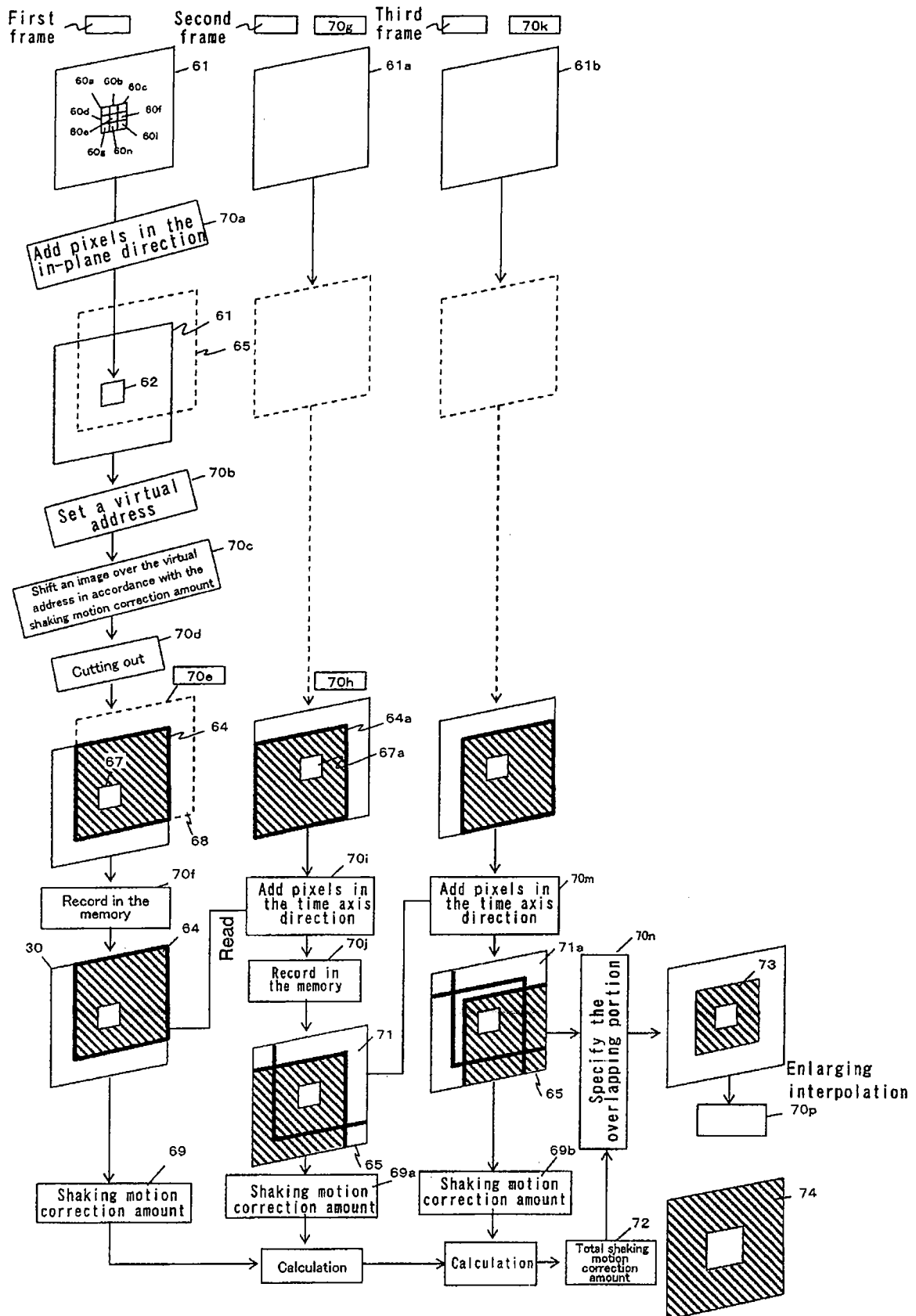


FIG. 14



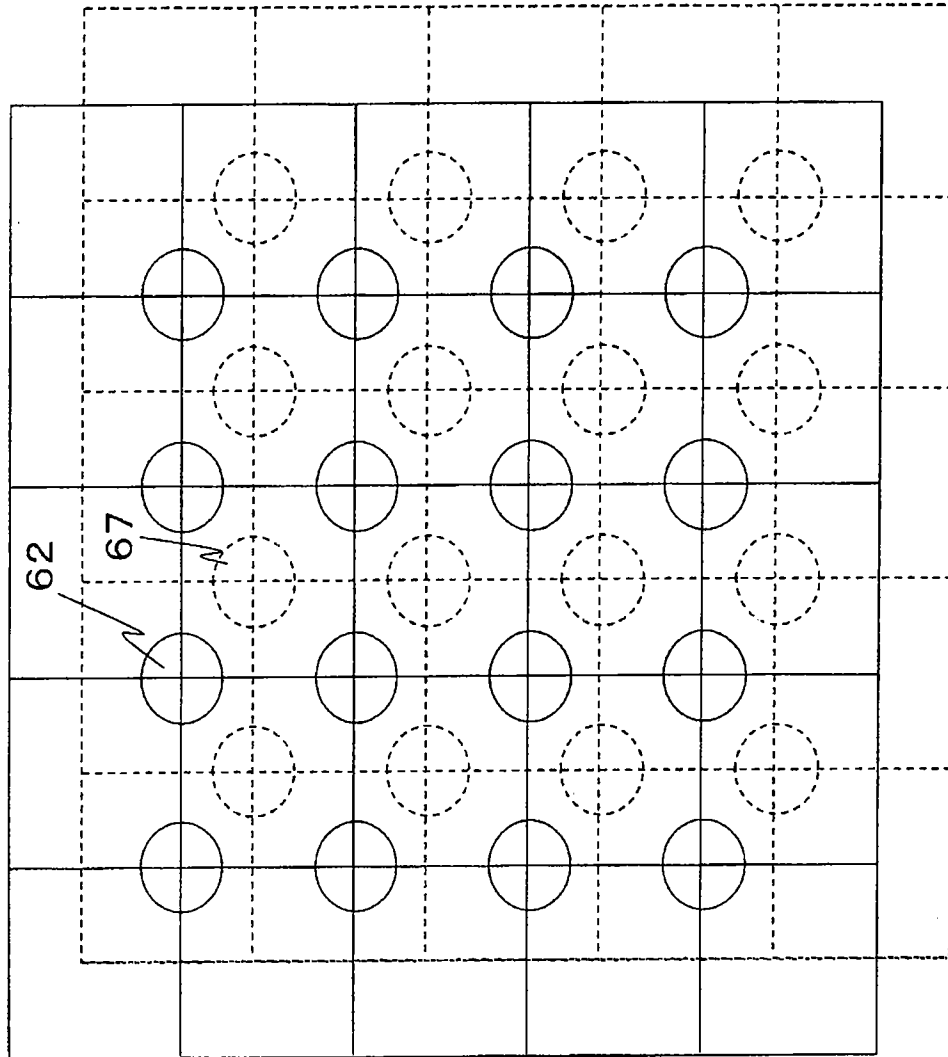
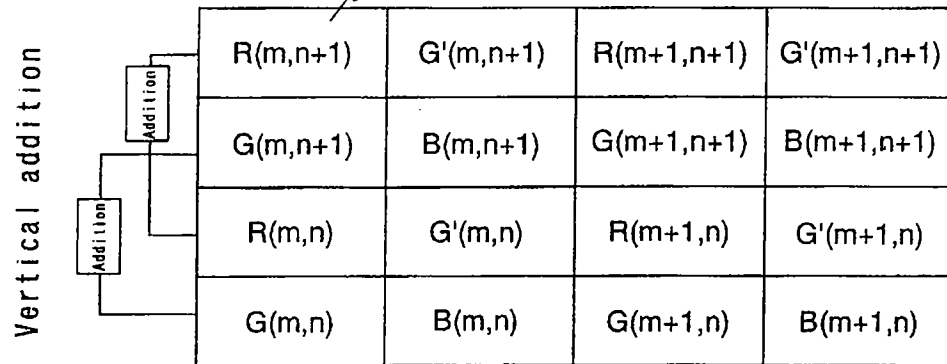


FIG.15

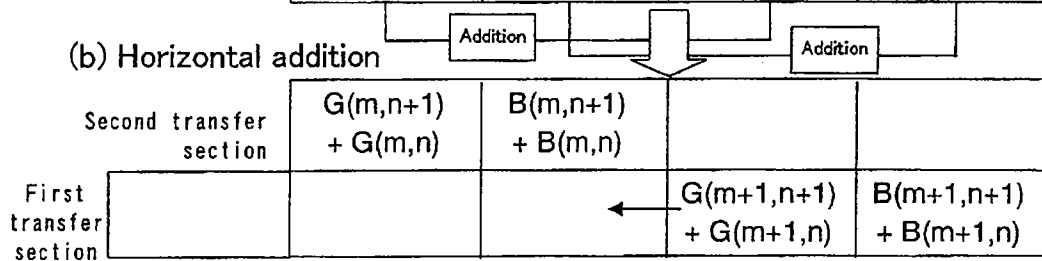
FIG.16

(a) Vertical addition 60



$R(m,n+1)$ + $R(m,n)$	$G'(m,n+1)$ + $G'(m,n)$	$R(m+1,n+1)$ + $R(m+1,n)$	$G'(m+1,n+1)$ + $G'(m+1,n)$
$G(m,n+1)$ + $G(m,n)$	$B(m,n+1)$ + $B(m,n)$	$G(m+1,n+1)$ + $G(m+1,n)$	$B(m+1,n+1)$ + $B(m+1,n)$

(b) Horizontal addition



$G(m,n+1)$ + $G(m,n)$	$B(m,n+1)$ + $B(m,n)$		
$G(m+1,n+1)$ + $G(m+1,n)$	$B(m+1,n+1)$ + $B(m+1,n)$		

Horizontal addition processing

	$G(m,n)$ + $G(m,n+1)$ + $G(m+1,n)$ + $G(m+1,n+1)$	$B(m,n)$ + $B(m,n+1)$ + $B(m+1,n)$ + $B(m+1,n+1)$		
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FIG.17

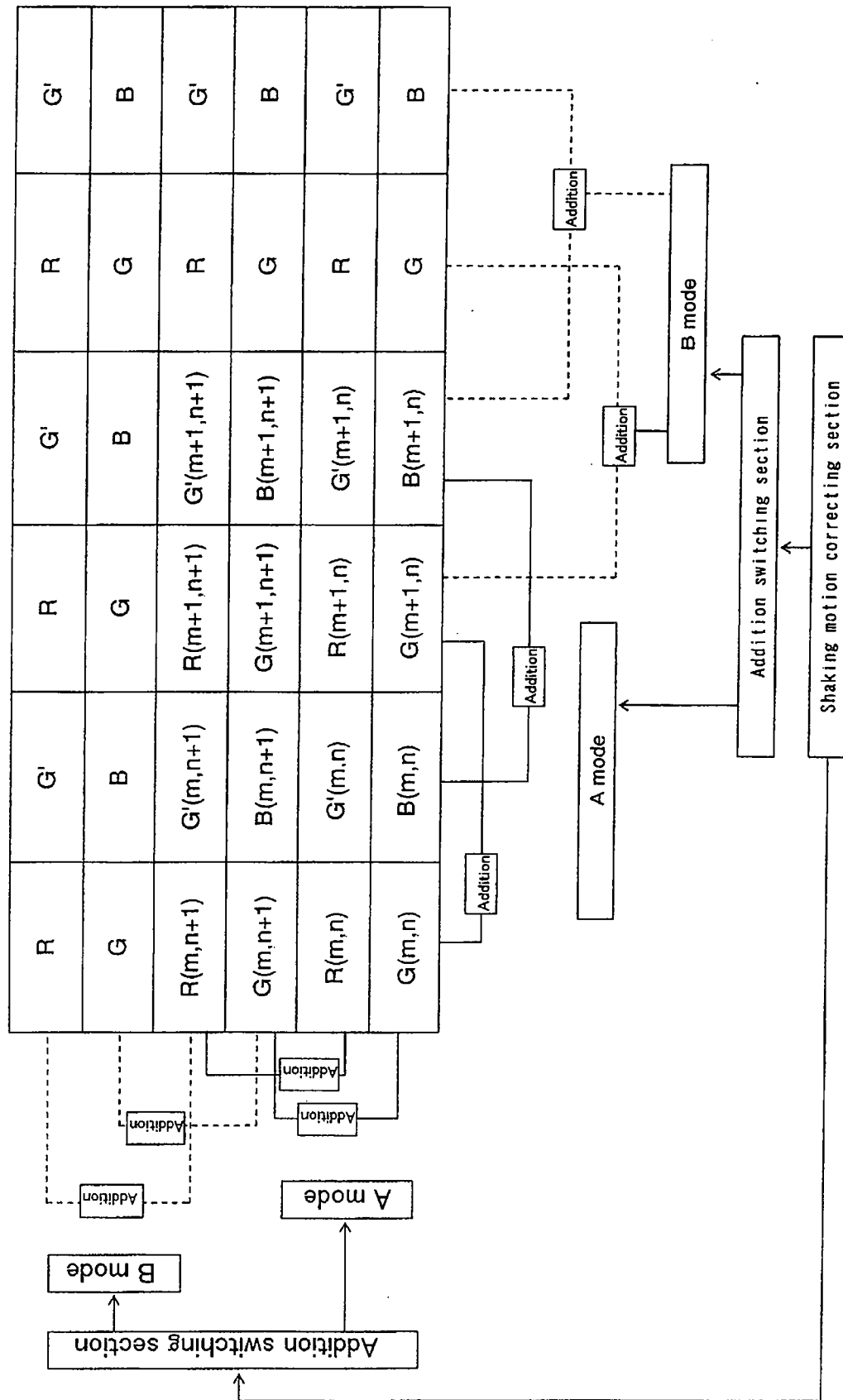
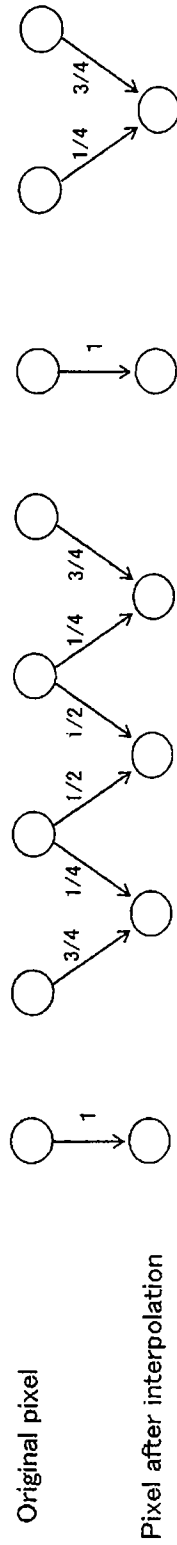
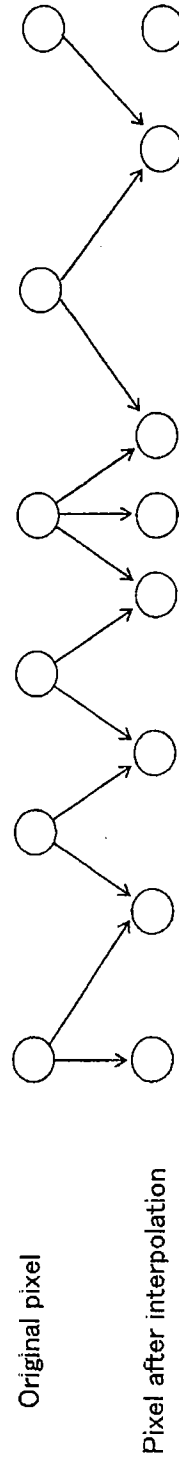


FIG.18

(a) Principle of interpolation
(Reduction)



(b) Principle of interpolation
(Enlargement)



(c) Shaking motion correction with
high resolution

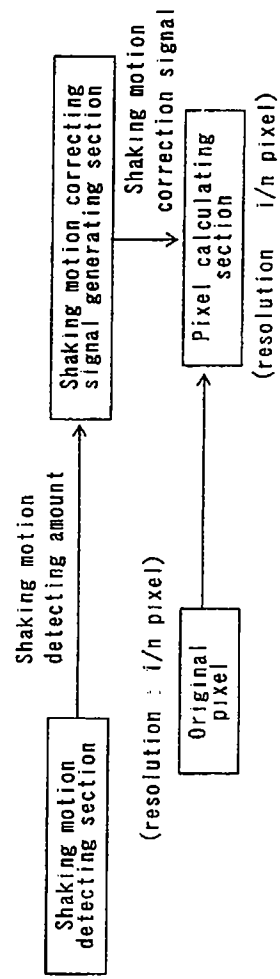


Image subjected to shaking motion
correction: $I(n)$

Addition in the time axis direction

Record the image in the memory

FIG.19

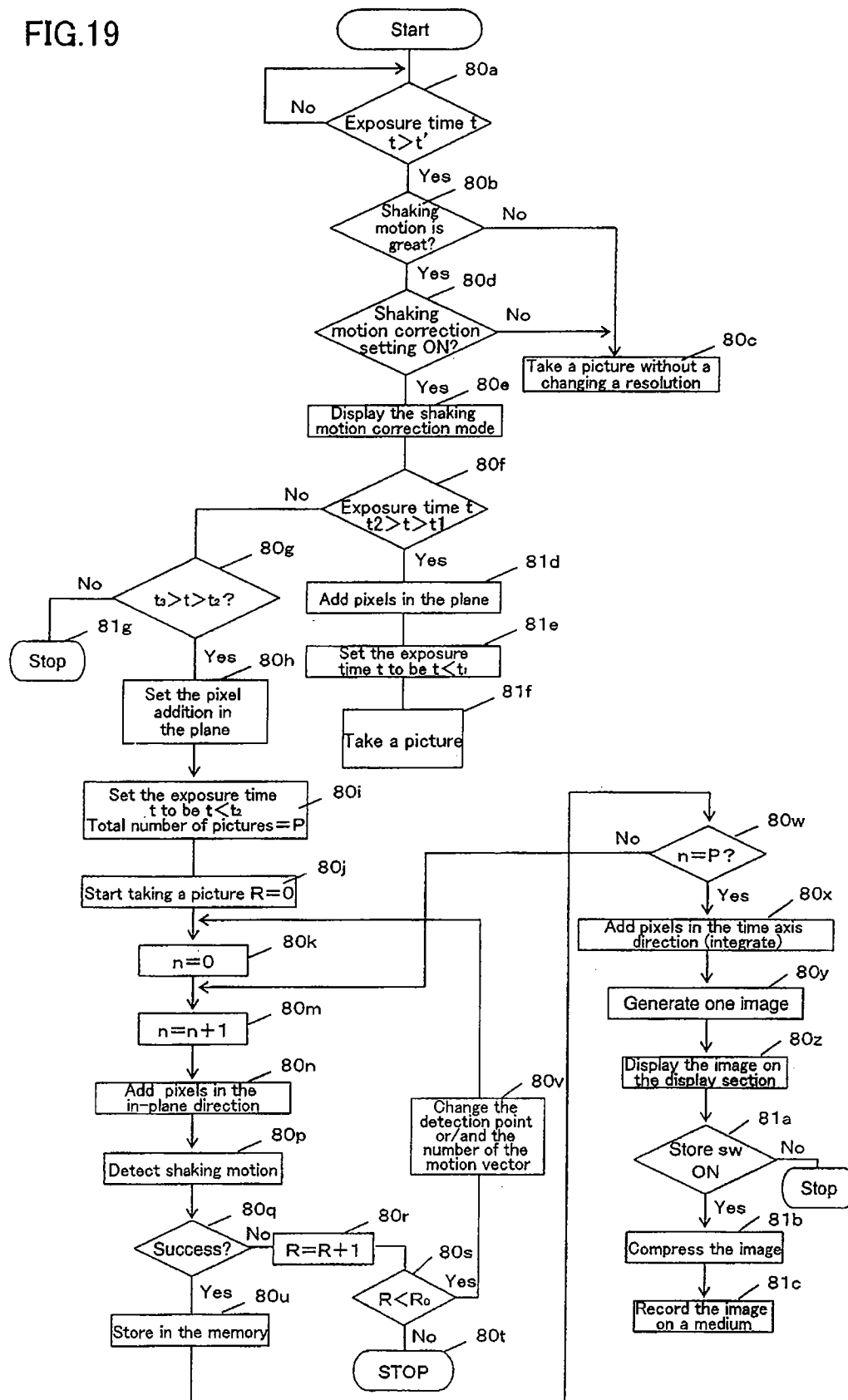


FIG.20

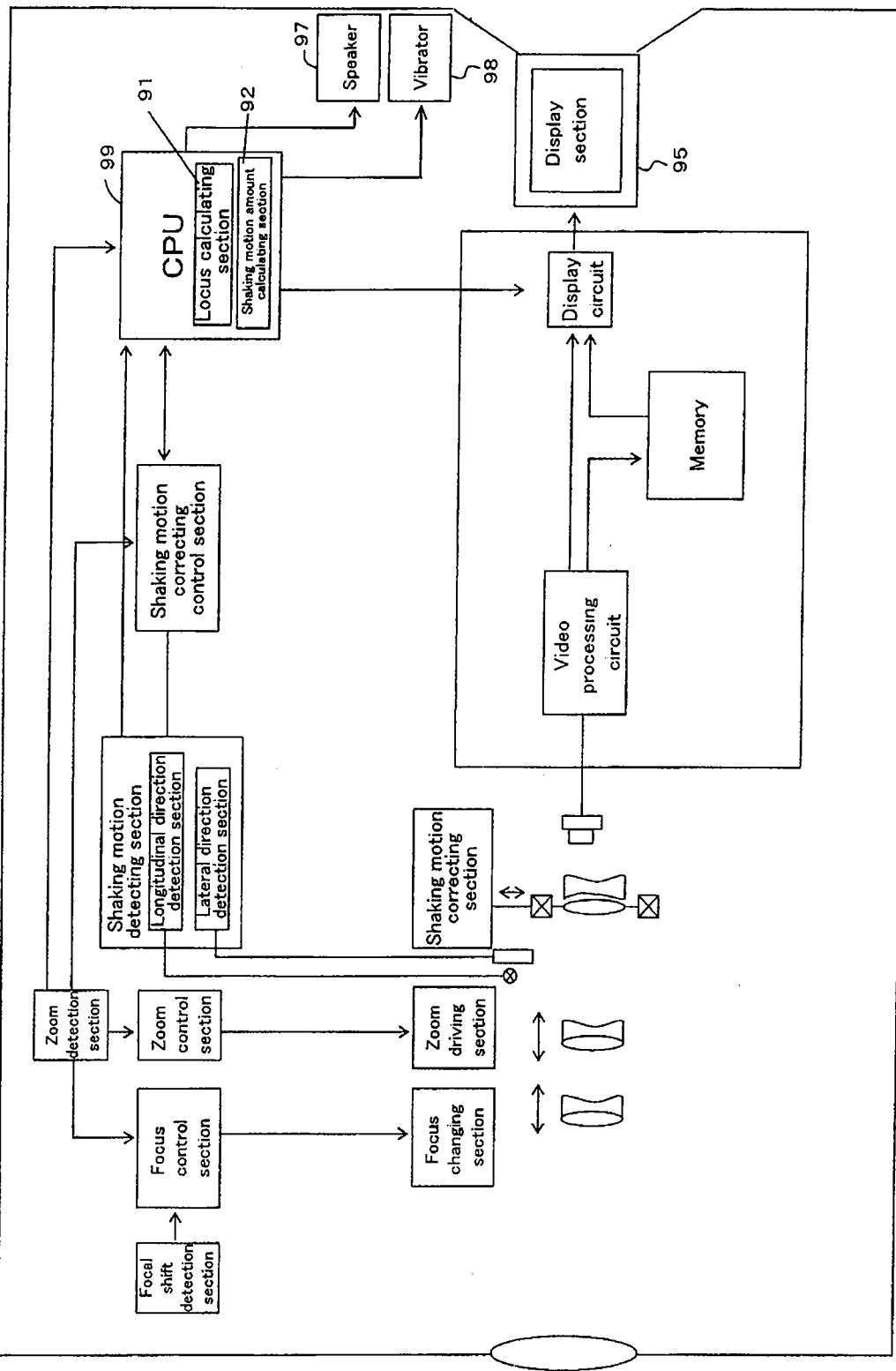


FIG.21

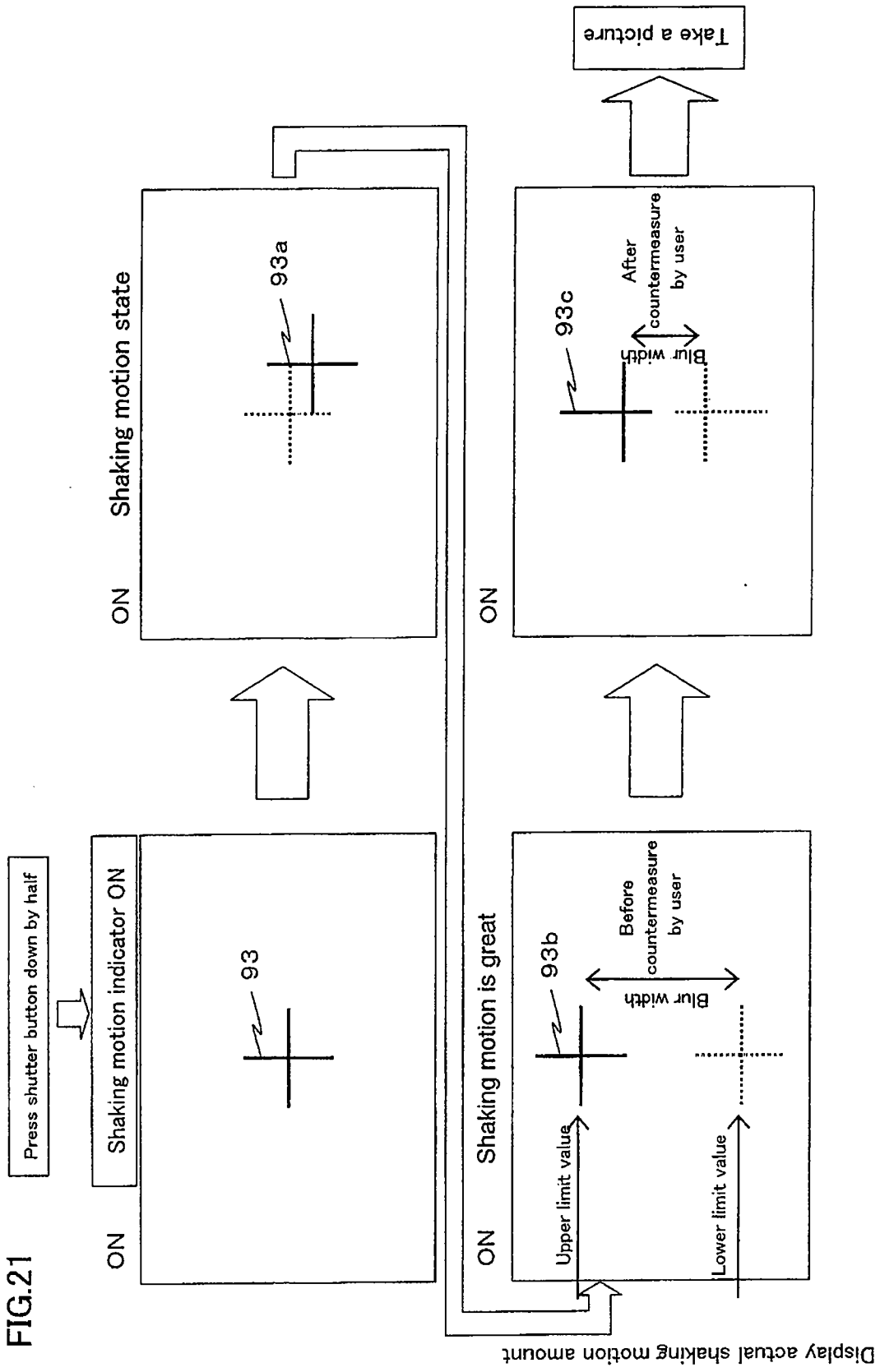


FIG.22

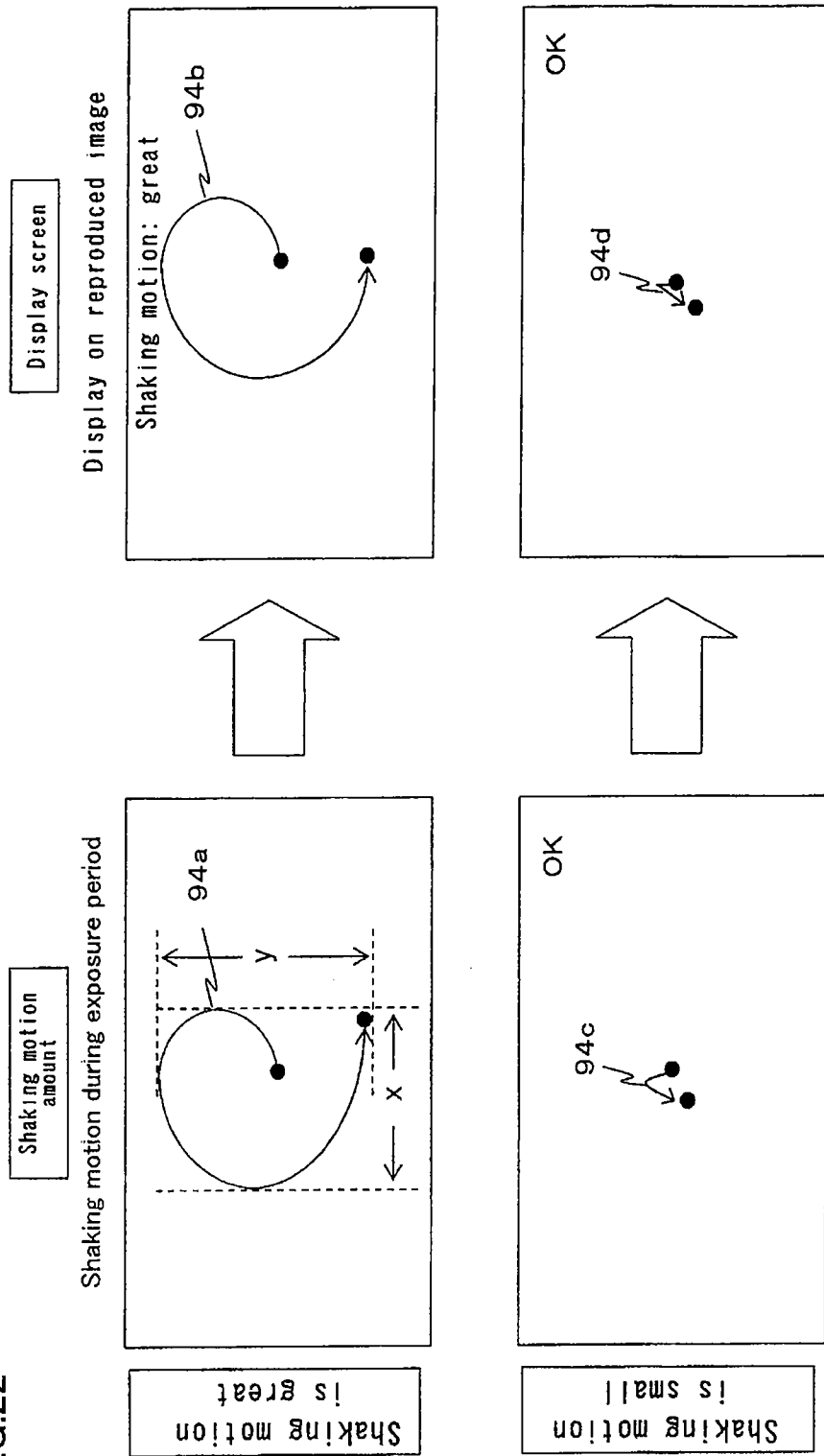
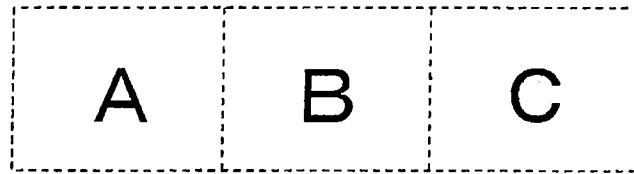
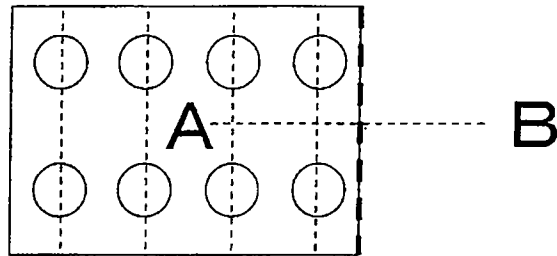


FIG.23

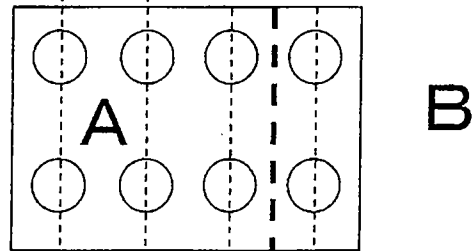
(a)



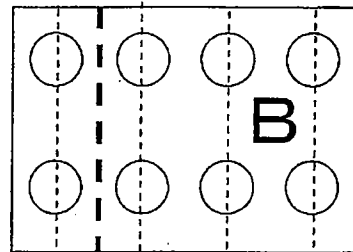
(b)



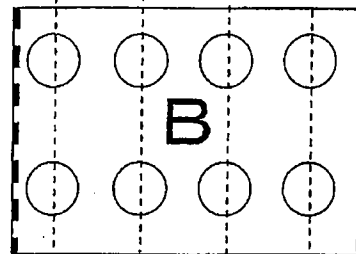
(c)



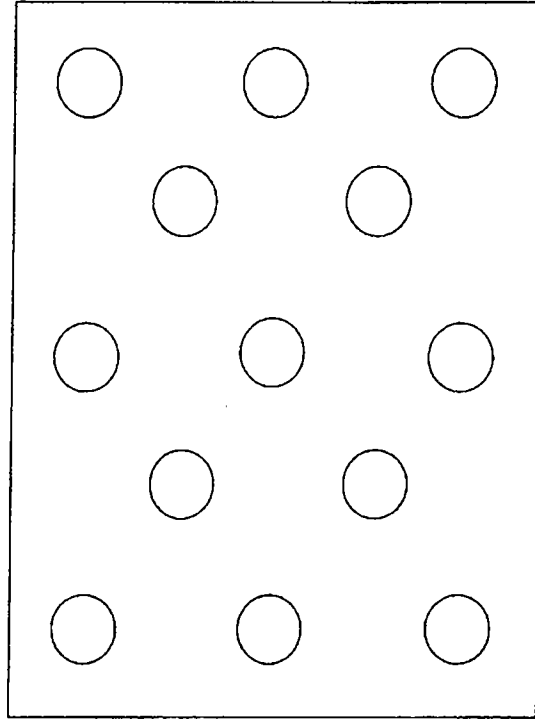
(d)



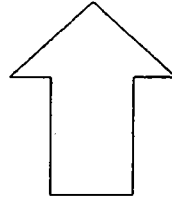
(e)



Number of sample points : m



Low frame rate



Number of sample points : n

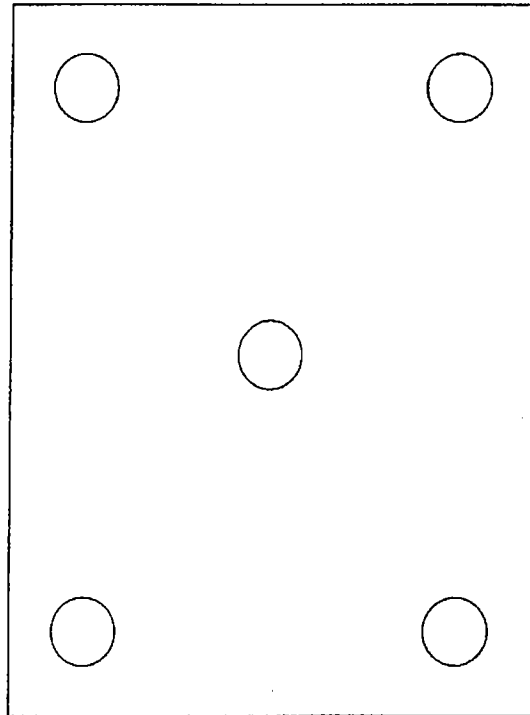


FIG.24

FIG.26

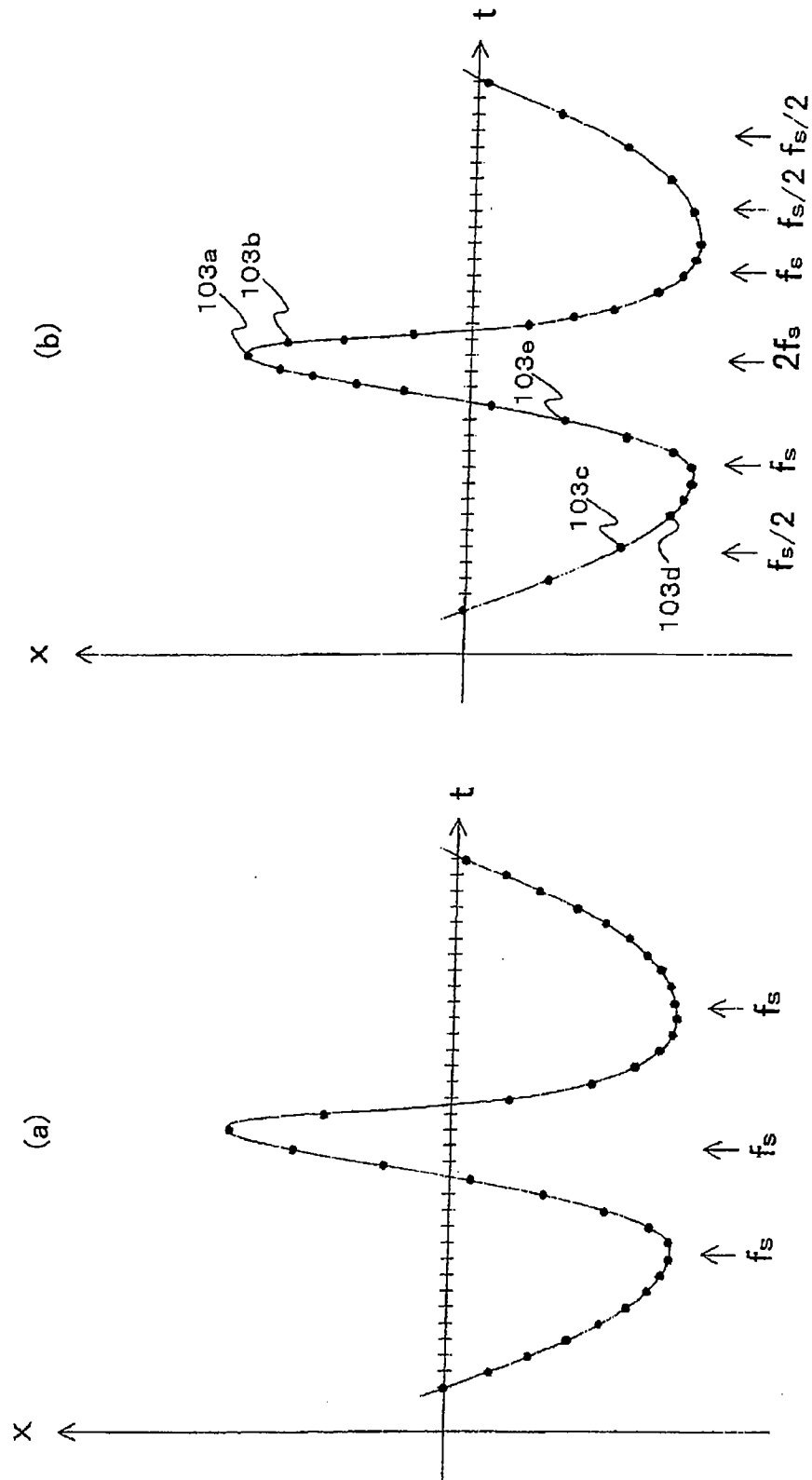


FIG.27

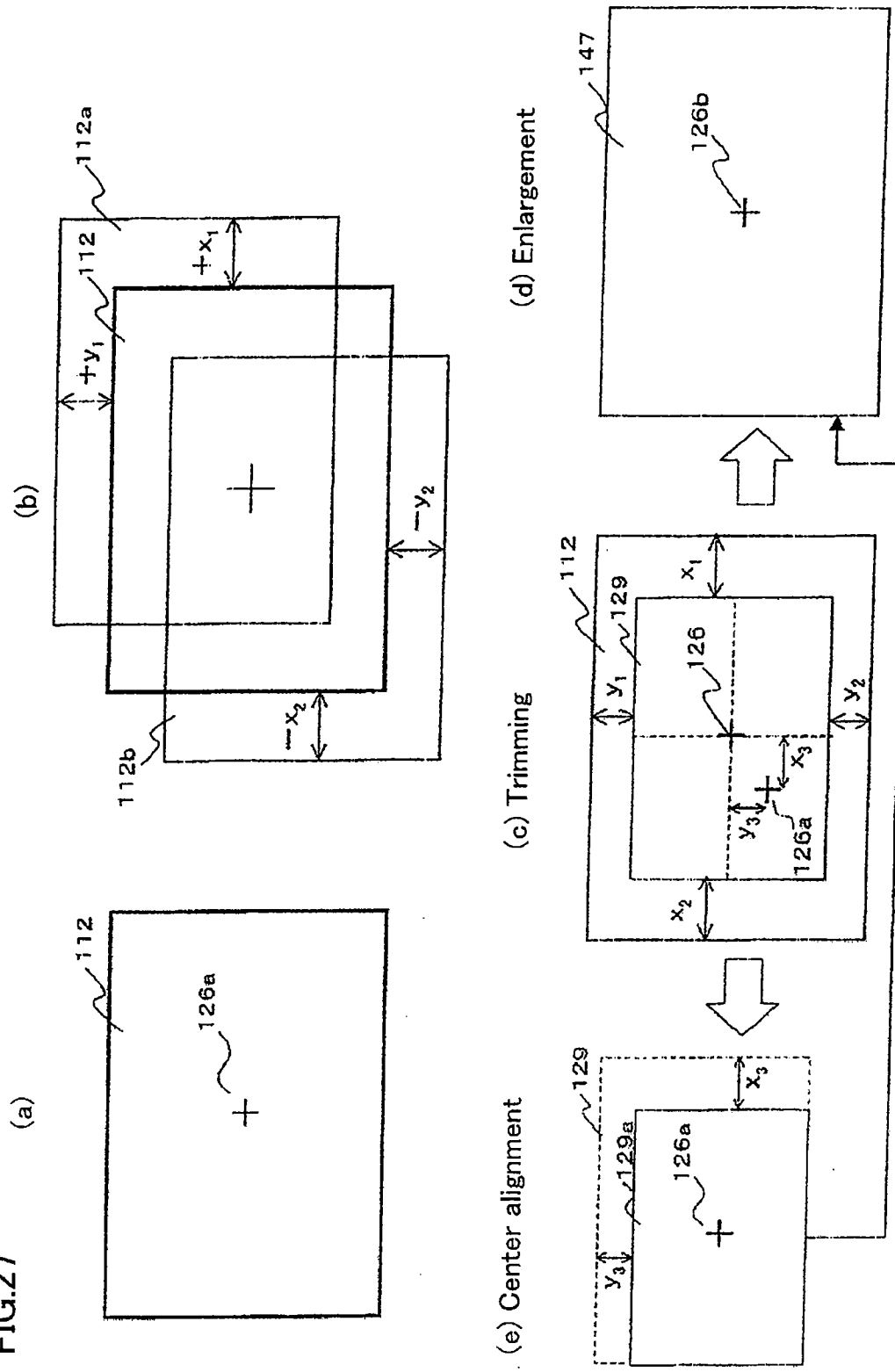


FIG.28

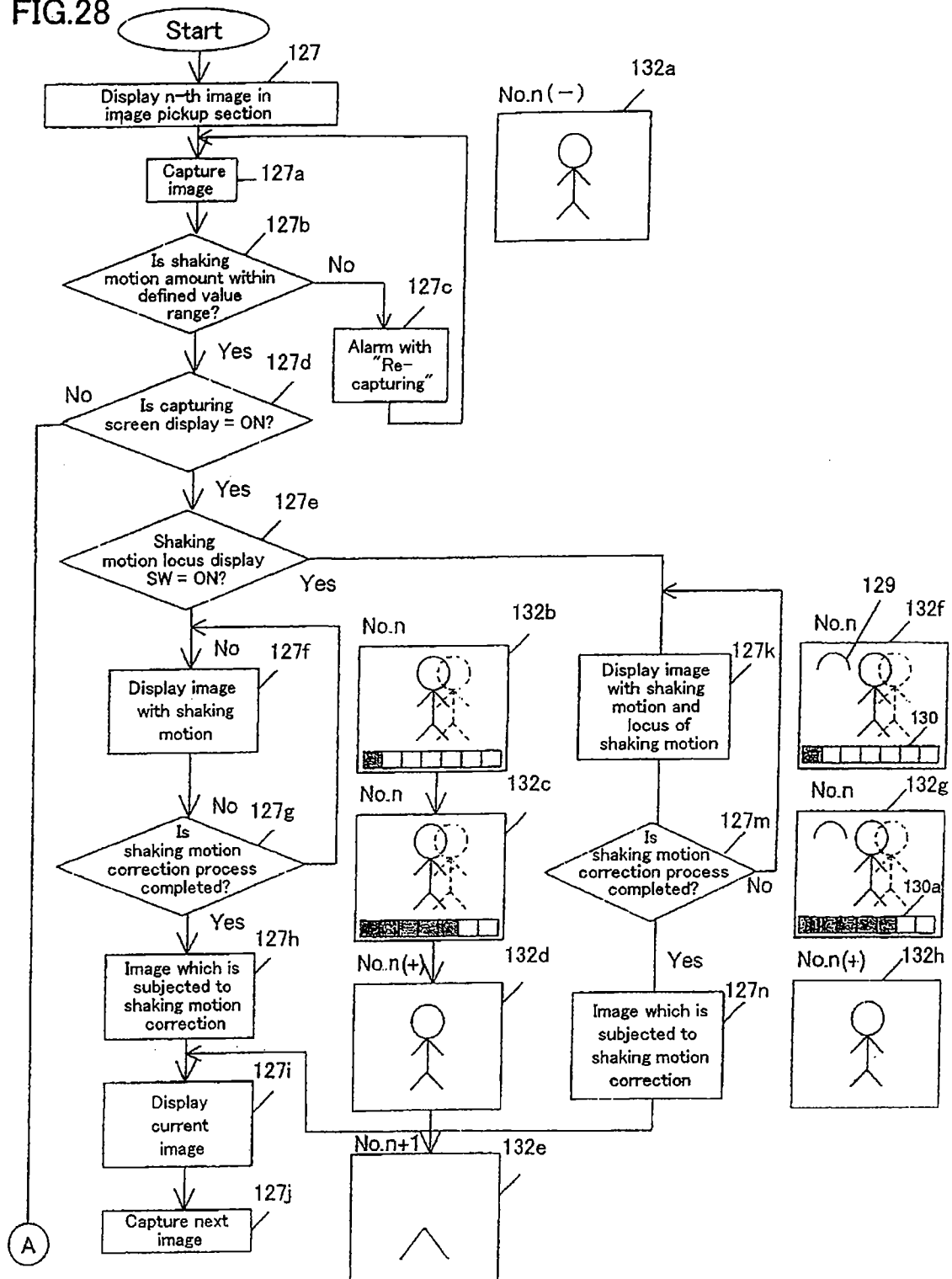


FIG.29

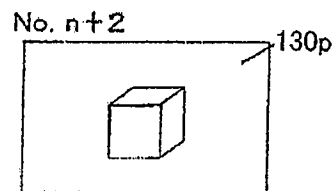
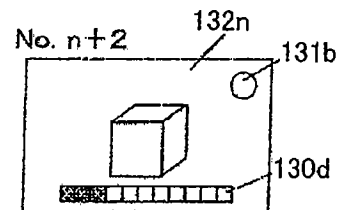
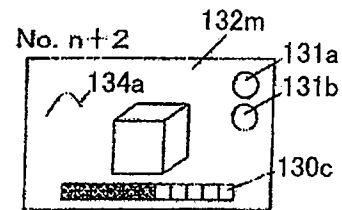
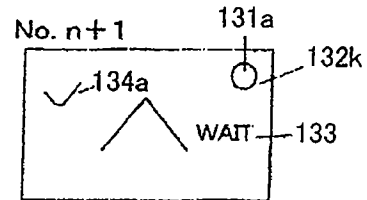
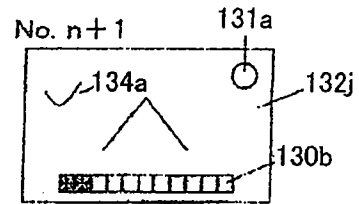
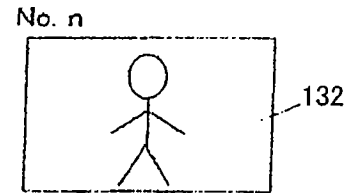
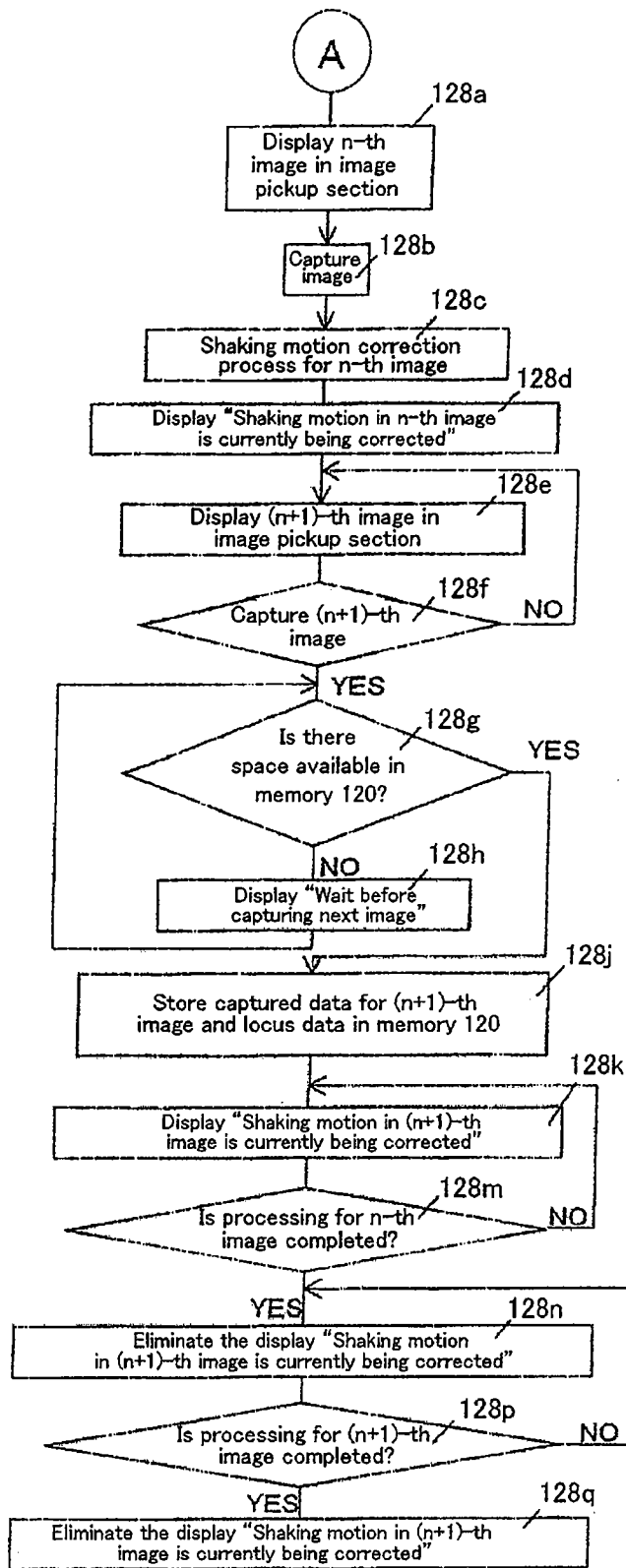


FIG. 30

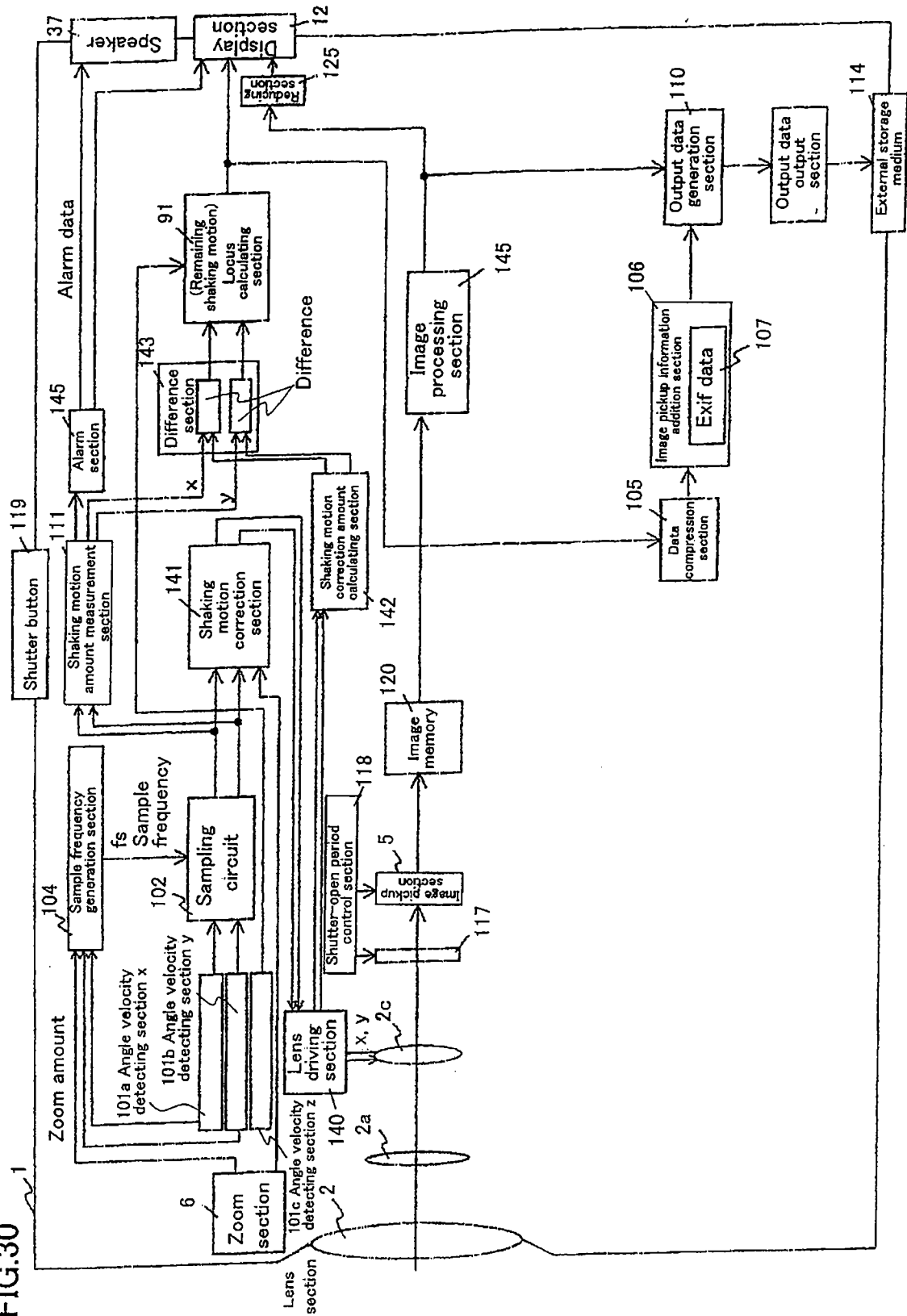


FIG.31

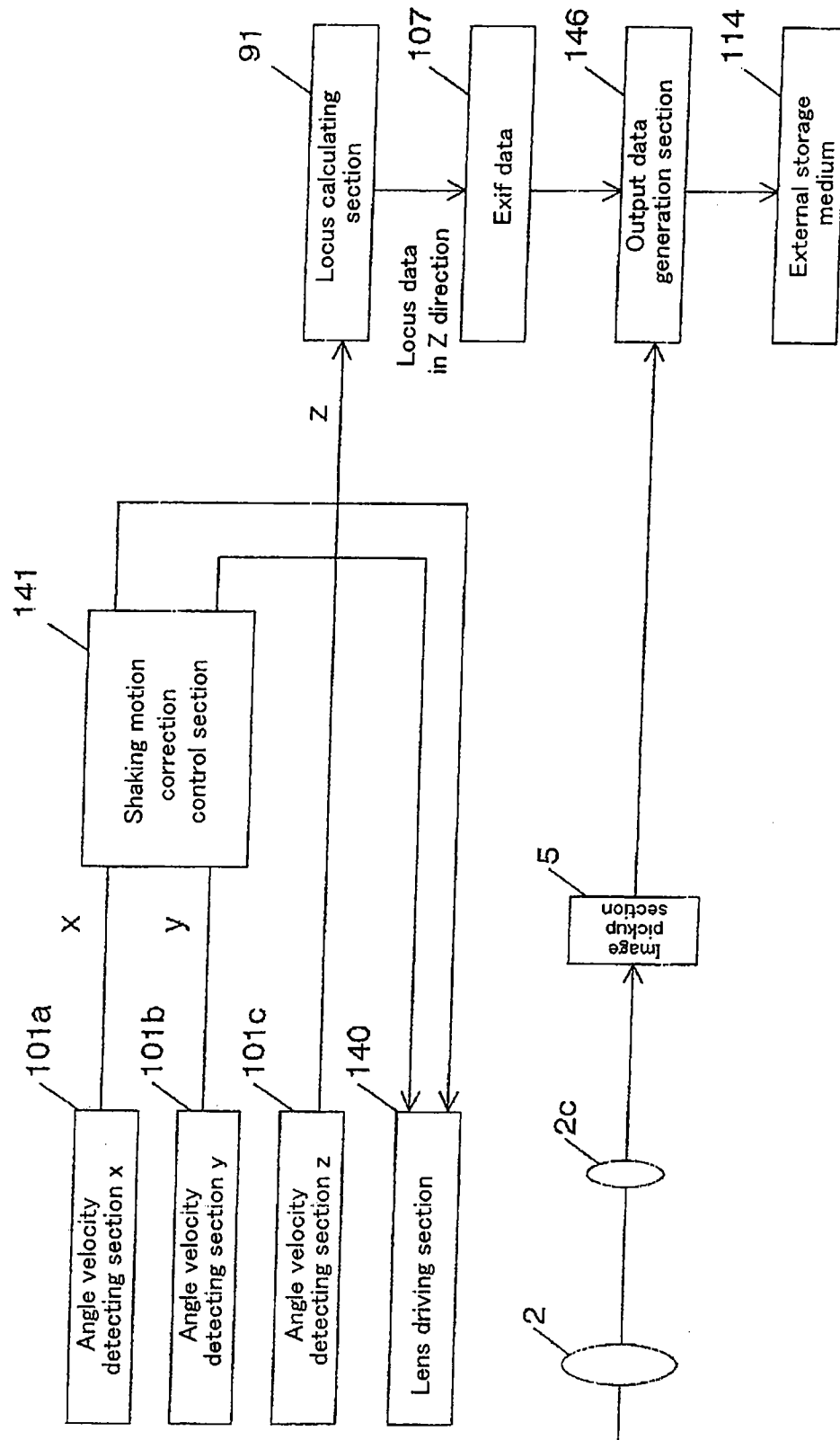


FIG.32

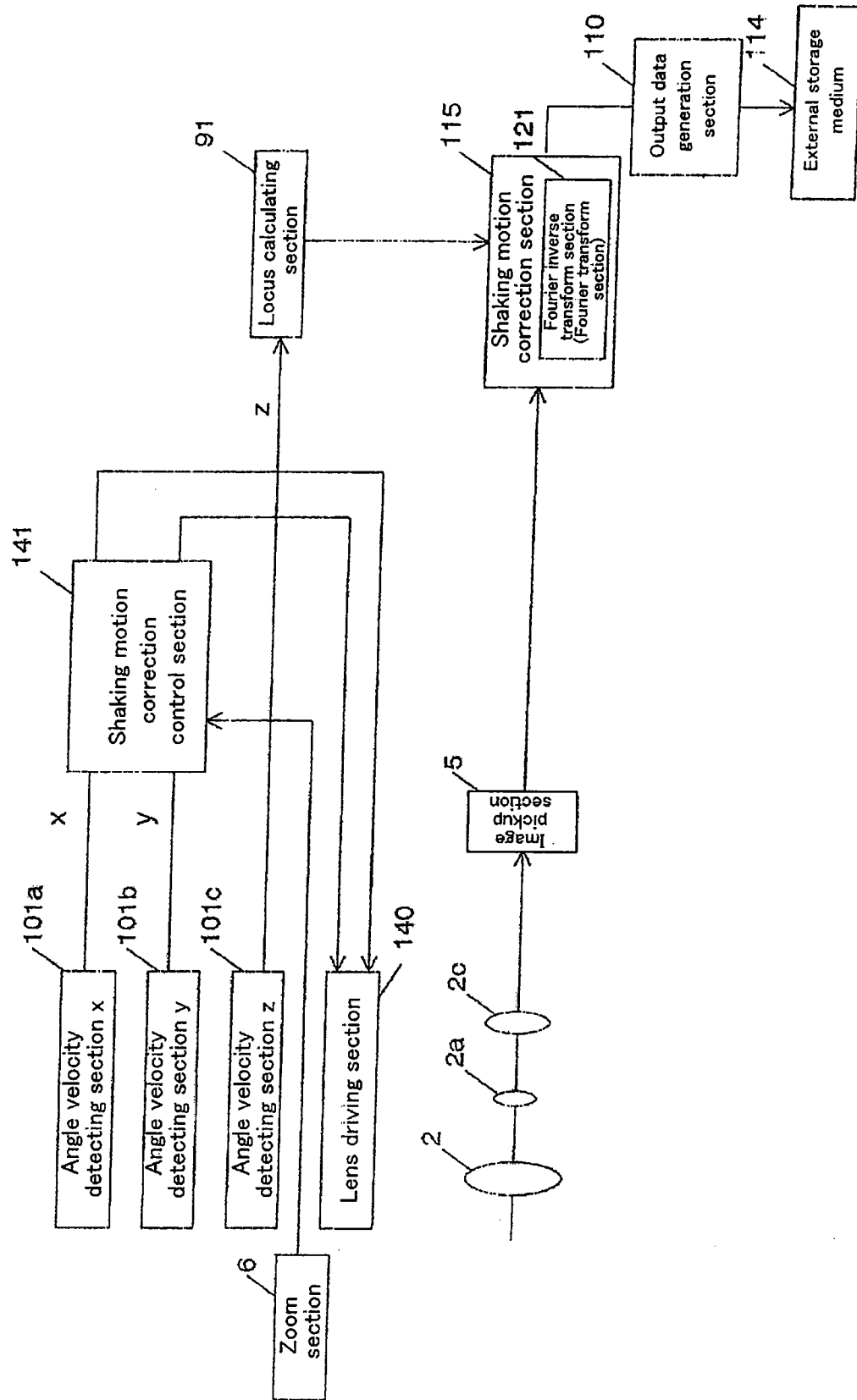


FIG.34

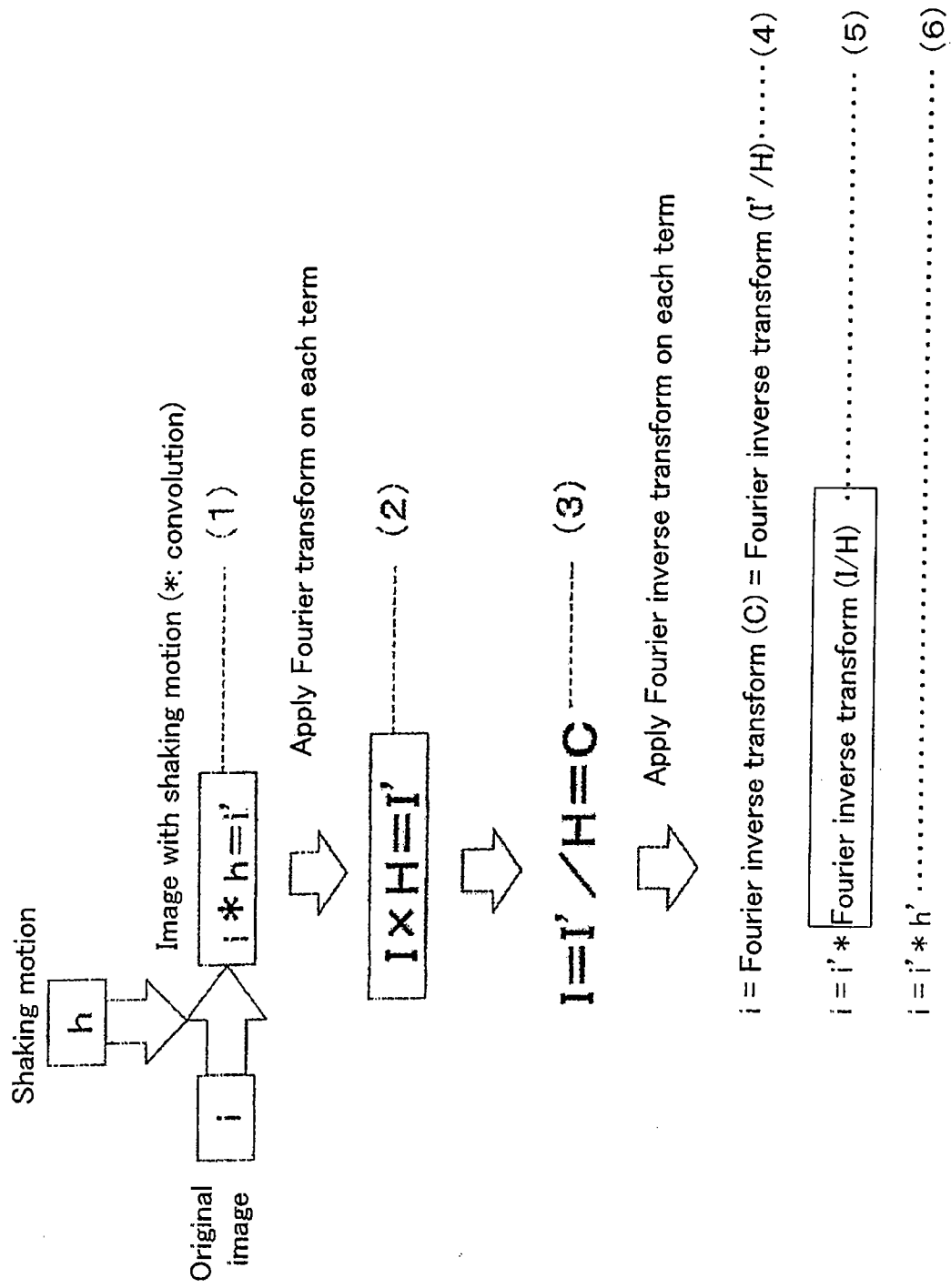


FIG.35

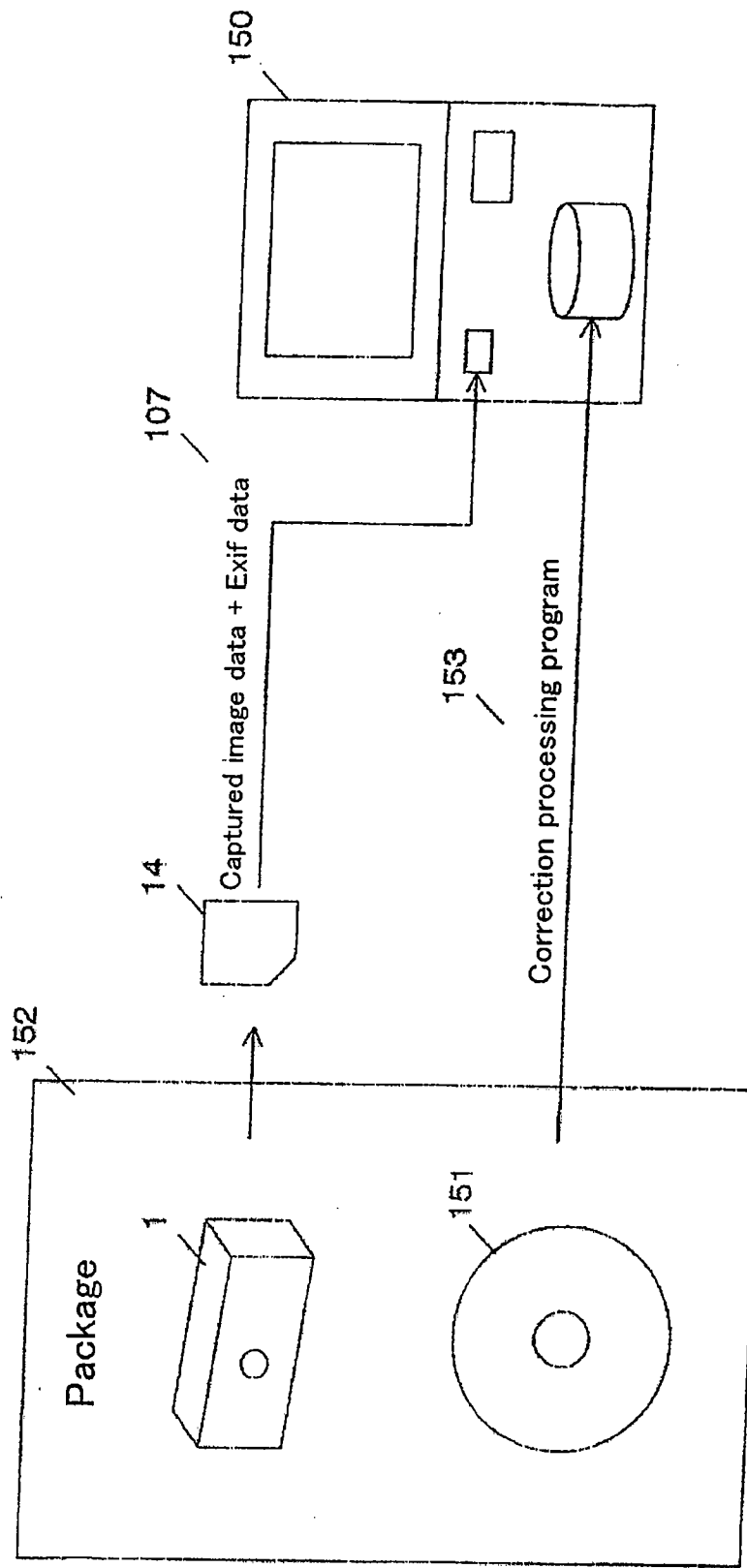


FIG.36

